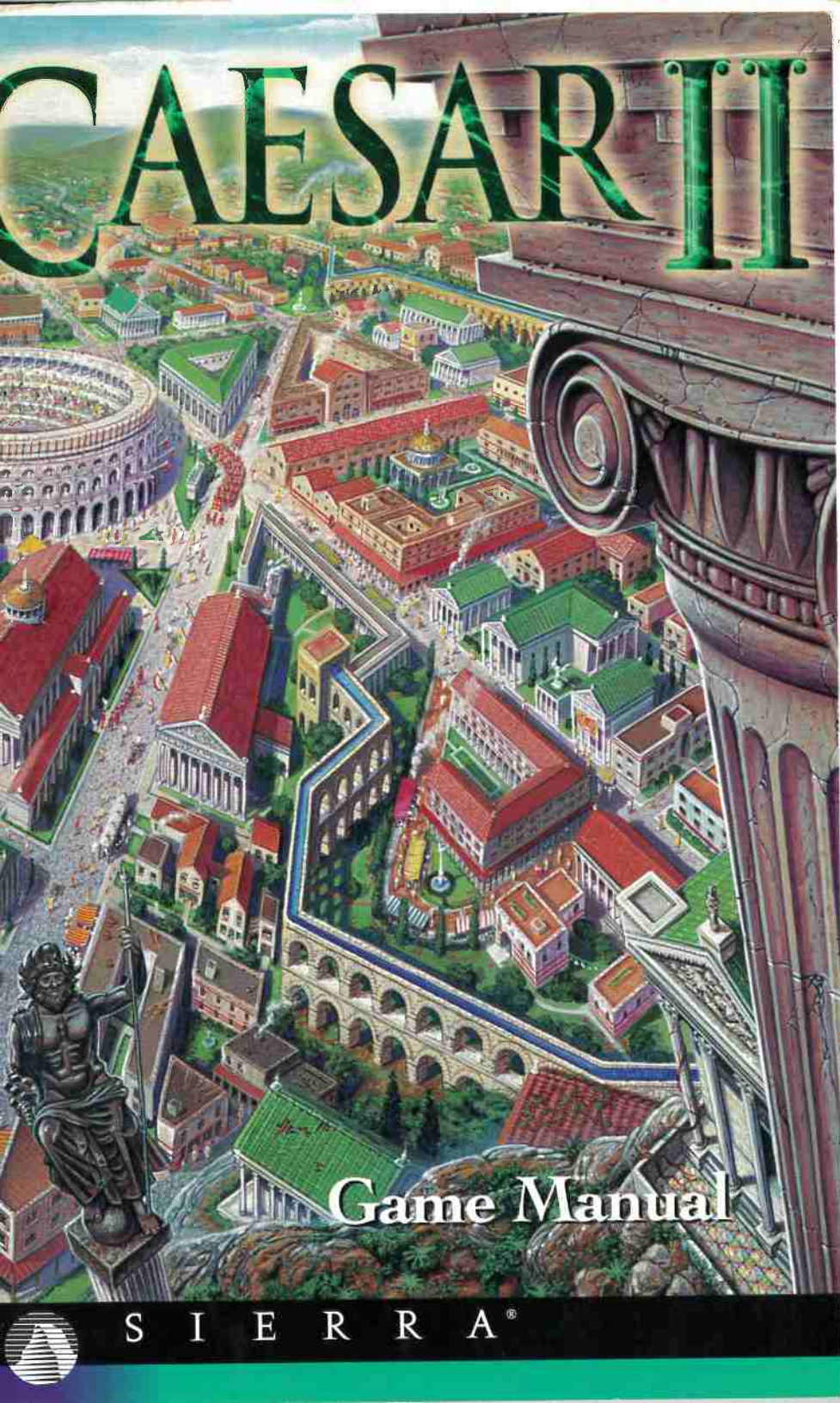
CAESAR II
Game Manual
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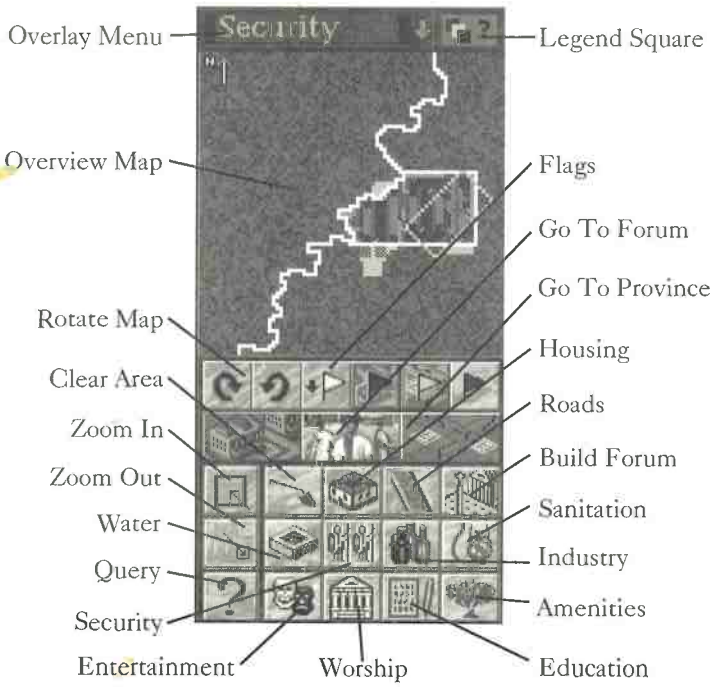
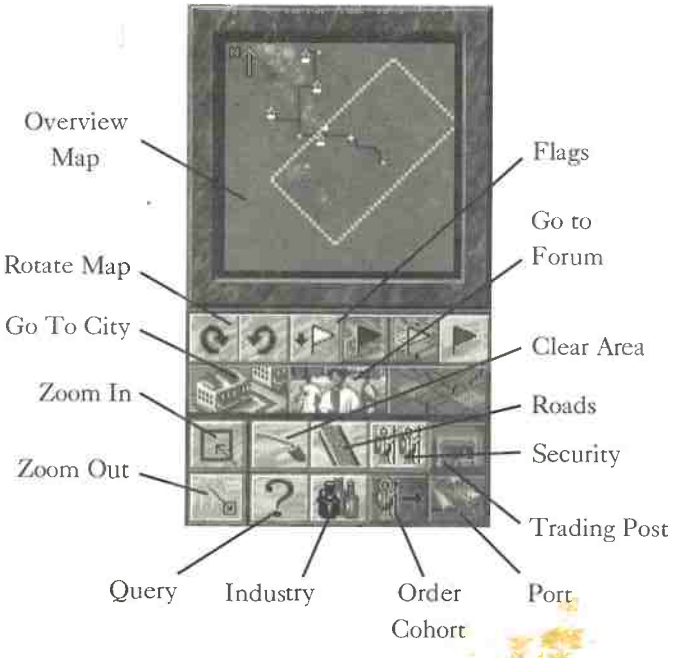
CAESAR II QUICK REFERENCE

CITY LEVEL TOOL BOX



PROVINCE LEVEL TOOL BOX



CAESAR II

GAME MANUAL

Thank you for buying this product. It is the result of a great deal of hard work and careful thought, and we hope that it will give you many hours of enjoyment.

We are proud of our games, but we know that they can never be perfect. If you have any ideas about how we can improve, we would be delighted to hear from you. Please take the time to fill out the enclosed registration card. We can then add you to our mailing list and keep you informed of new products and special offers as they come out.

Please check the file on your game disc entitled README.TXT for information on the changes made and additional features added to CAESAR II after this manuscript went to press.

CAESAR II Copyright © Sierra On-Line, Inc. 1996

KEYBOARD COMMANDS

ALL VERSIONS

Zoom in	= or + or + (keypad)
Zoom out	- or - (keypad)
Show Closest Zoom level	1
Show Medium Zoom level	2
Show Furthest Zoom level	3
Rotate counter-clockwise	<
Rotate clockwise	>
Cancel	<spacebar>
Go to City Level	F1
Go to Forum	F or F2
Go to Province Level	F3
Load game	F4
Save game	F5
Pause Game	P
Yes (for Yes/No panels)	Y
No (for Yes/No panels)	N
Exit current screen/panel	Esc
Accelerate Time	A
View Census Panel	C

WINDOWS 95 ONLY

Place Flag mode	CTRL-F
Next City Flag	CTRL-F1
Next Province Flag	CTRL-F3
Go to Danger Spot	CTRL-D

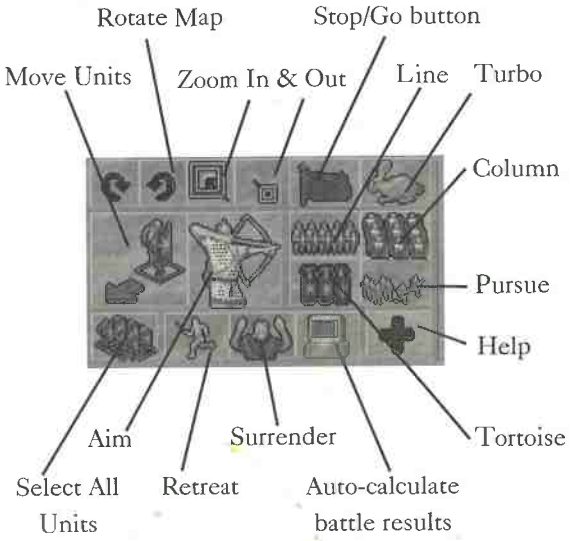
MACINTOSH ONLY

Place Flag mode	Option-F
Next City Flag	Option-F1
Next Province Flag	Option-F3
Go to Danger Spot	Option-D
Toggle Balloon Help	<Help> or Cmnd-H

DOS ONLY

Place Flag mode	ALT-F
Next City Flag	ALT-F1
Next Province Flag	ALT-F3
Go to Danger Spot	ALT-D

BATTLE CONTROLS



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DOS CREDITS

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CONTENTS

I Introduction 6
- Install and Load 7
- Where Do I Start? 10
- The Basics 11
- System Options (DOS, Windows 95, Macintosh) 12
- Game Time 16
- Game Overview 17
- Game Setup 19
- City Building Only 20
- Menu Bar 21

II The City Level 24
- Overview & Color Overlays 26
- Control Panel 28
- Query Function 30
- Building Structures 32
- Clearing Land 32
- Housing 33
- Roads 33
- Forums 34
- Water (Reservoirs, Fountains, Aqueducts, etc.) 36
- Security (Walls, Towers, Barracks, Praefectures) 39
- Industry (Markets, Businesses) 41
- Sanitation (Bath Houses, Hospitals) 44
- Entertainment Structures 45
- Worship (Shrines, Temples, Basilicas) 46
- Education (Grammaticus, Rhetor, Library) 47
- Amenities (Gardens, Plazas) 47
- Money 48
- Population 49
- Employment 50
- Land Values 51
- Industrial and Population Growth Rates 53
- Unrest 55
- Illness 56

III The Province Level 58
- Provincial Roads 60
- Security (Walls, Cohorts, Forts) 60
- Trading Posts 61
- Ports 62
- Industry 63
- Industrial Support 64
- Ordering Cohorts 64
- Barbarians and other Enemies 66

IV The Forum 68
- The Oracle (The Ratings) 69
- The Scribe 72
- The Merchant 72
- The Centurion (Legion Management) 74
- The Advisor from Rome 75
- The Plebeian Tribune 77
- The Personal Advisor 78
- The Treasurer 79
- The Empire Map 80

V Combat 82
- Your Legion 83
- Enemies 86
- Battle 87

VI Appendix 93
- What to do in Case of... 93
- Strategy Hints and Tips 96
- Designers' Notes 100
- Keyboard Commands 102
- Reference 104
- Technical Tips 108
- Technical Support 122
- Index 126

I. INTRODUCTION

Everywhere are gymnasia, fountains, gateways, temples, factories, schools... and the world which from the beginning has been laboring in illness has now been put in the way of health. Cities are radiant in their splendor and their grace, and the whole earth is as trim as a garden!

Aelius Aristides, 2nd Century A.D.

Salve! *

It is the third century B.C. and the Roman Republic is in its infancy — a mere scattering of semi-autonomous city-states under the nominal leadership of the Roman Senate. Rome is destined to become a shining empire, embracing the whole of the Mediterranean world under a single government. But to fulfill this destiny, the Empire needs leaders with courage, ambition, will, and vision.

In Caesar II, you are the Governor of a Roman province. You answer to the Emperor himself, but you begin as a rather lowly public figure who may rise and fall in his favor. It is your goal to build, from the ground up, a thriving Roman province with a glorious capital city. If you can prove that you are up to the task, you will be promoted to the governorship of another, more challenging province. With increased success, your Imperial stature will rise. When you have successfully governed enough provinces and when you have excelled in expanding and glorifying the Empire, you will be granted the ultimate promotion: you will become *Caesar* — Emperor of Rome!

* *A typical Roman greeting.*

INSTALLATION AND LOADING

Caesar II is available for use with Windows 95, DOS, or Macintosh operating systems. If you are using a version of Windows earlier than Windows 95, you should follow the DOS installation instructions below.

Windows 95 Installation

Step 1: Start your computer and make sure that Windows 95 is running.

Step 2: Insert the Caesar II compact disc into your CD-ROM drive. The AutoPlay sequence should begin and ask you if you wish to install Caesar II. Select the install option and follow the on-screen instructions to complete the installation.

If the AutoPlay option is disabled on your computer, begin the installation by accessing the CD-ROM drive and clicking on the Setup.exe icon.

To play Caesar II after installing, insert the game CD in your CD-ROM drive to initiate the AutoPlay sequence. Follow the onscreen instructions. If AutoPlay is disabled, begin the game by clicking on the Caesar2.exe icon in the game folder, or by finding the Caesar II progran listing on the Windows 95 *Start* menu.

DOS Installation

Step 1: Before starting to install the game, make sure that your computer is turned on and that the MS-DOS prompt is showing. The MS-DOS prompt should look like this C:> or like this C:\> (the letter may be different if you are using a different drive). Exit completely out of any other program you may have running such as Windows or Dosshell.

Step 2: Insert the Caesar II compact disc into your CD-ROM drive. Change to the drive that holds the disc by typing the letter designation of the drive, followed by a colon, and then push the <**Enter**> key. For example, if the drive is

your "D" drive, you would type:

D:

and then push the <Enter> key on your keyboard.

Step 3: Type:

INSTALL

at the drive prompt, and then press the <Enter> key. Follow the onscreen instructions to complete the installation.

Step 4: By default, the installation program will create a directory on your hard drive called *CAESAR2* and place all game files in that directory.

Step 5: To play Caesar II after you have installed the program, change to the *CAESAR2* directory on your hard drive by typing:

CD\CAESAR2

at the DOS prompt, and then pressing the <Enter> key.

Step 6: From the game directory, type

C2

and then press the <Enter> key to begin the game.

You may reconfigure your sound setup at any time after you have installed the game. To do so, access your Caesar II game directory as explained above in Step 5, type

SETSOUND

at the prompt, and follow the onscreen instructions.

Macintosh Installation

Step 1: First, make sure you have at least 15 MB of free hard drive space for the game installation. If you do not have enough available hard drive space, you can run Caesar II directly from the CD without installing it to your hard drive. If you do so, however, the game will probably run much more slowly. (To do so, simply open the *Large Install* folder on the CD, and click on the Caesar II game icon).

Step 2: Insert the Caesar II CD into your CD-ROM drive. When the CD is mounted you will see two folders: *Small Install* and *Large Install.* The small install will occupy about 15 MB of hard drive space; the large install will occupy about 30 MB of hard drive space. Decide which installation option is best for you and open the corresponding folder. Inside you will see a *Caesar II* folder below the words *"Drag to hard drive."*

Step 3: This folder contains all the files you need to run Caesar II on your Macintosh. Drag this folder to your hard drive and wait for your computer to copy the files (it should take a couple of minutes).

Step 4: When the installation is complete, open the *Caesar II* folder on your hard drive and double click on the *Caesar II* icon to begin the game.

You must have the Caesar II CD in your CD-ROM drive in order to play the game.

WHERE DO I START?

To get the most enjoyment out of your new game as soon as possible, we suggest that you begin by running the on-line tutorial included on the game disk. To do this, see the installation card included with your game package for instructions on how to install and load the game. A few title screens will appear, followed by a Game Setup screen. Here, select "Run the Caesar II Tutorial" and follow the onscreen instructions to learn about the game.

This tutorial should tell you everything you need to know to get started on your first City. (It does not include the game's Province Level. For information about that, see the Province Level section of this manual, page 58.)

After you have completed the tutorial, you will have easy access to additional on-line help and game tips as you play. To access the online information, select the Query button (marked with a question mark) from the Control Panel, and then click on any onscreen feature. As a shortcut to the Query function, DOS and Windows 95 users may **right**-click on any onscreen item, and Macintosh users may click on any onscreen item while holding down the <*shift*> key on the keyboard (**Shift**-clicking).

Click on the "Help" button for general Help, or the "Tips" button for tips on gameplay. The "History" button will access historical background information about the selected item. Use the Query button often to get information about your evolving city or whenever you are unsure about any aspect of game play.

For a comprehensive online game help, use the *Help* menu at the top of your screen.

The on-line Tutorial and Help should familiarize you with many aspects of the game. Consult this **Game Manual** to gain a deeper understanding of the game system, concepts, and situations. Feel free to skip around this manual, and to concentrate on those aspects that you find most challenging or interesting.

THE BASICS

A mouse is required to play **Caesar II**. When this manual or any of the on-line instructions tell you to "click on," "select," or "press" something, you should click on it with your left mouse button, unless you are specifically instructed to "right-click" (DOS and Windows 95 users) or "Shift-click" (Macintosh users.)

Most of the game functions are accessed via mouse-activated *buttons*. Often, when you roll your mouse pointer over a button, a text box on the screen will tell you what would happen if you clicked on the button your mouse pointer is currently over.

The City and Province levels of Caesar II have a *Tool Box*, which consists of an *Overview Map* and a *Control Panel* (see page 24 for an illustration). The *Control Panel* contains the game's most commonly used buttons.

Other functions are accessed via *"hotspots,"* or areas on the screen that initiate actions or call up information when clicked on. When you are called upon to set a numeric value, you will often do so with *arrow buttons*. Click on the up and down arrows to set the accompanying value. Hold your mouse button down to make large changes quickly

Game play in **Caesar II** takes place on two "levels." On the ***City Level***, you will closely manage all aspects of your Province's capital city, including roads, economy, and housing. The ***Province Level*** will place your city into perspective. Here, your capital city is just one of many places within your provincial borders. On the Province Level, you will build industries to supply your city's markets, lay provincial roads, and manage your defense.

Note: The designers have included several pre-made cities-in-progress on this game CD. Load any of the included saved games, just as you would load any other game, to see several different approaches to successful city management.

SYSTEM OPTIONS

Caesar II is available for DOS, Windows 95, and Macintosh users. (If your computer uses any version of Windows earlier than Windows 95, you should install and play the game in DOS.)

This manual serves as a game reference for all three operating systems. As far as gameplay is concerned, the three versions are identical. There are, however, some minor variations in the onscreen appearance of certain items and game controls. These discrepancies are noted throughout this manual where appropriate.

If you see minor discrepancies between the pictures in this manual and the game as it appears on your computer, it is most likely due to the differences between the DOS, Windows 95, and Macintosh versions of the game.

CAESAR II for DOS

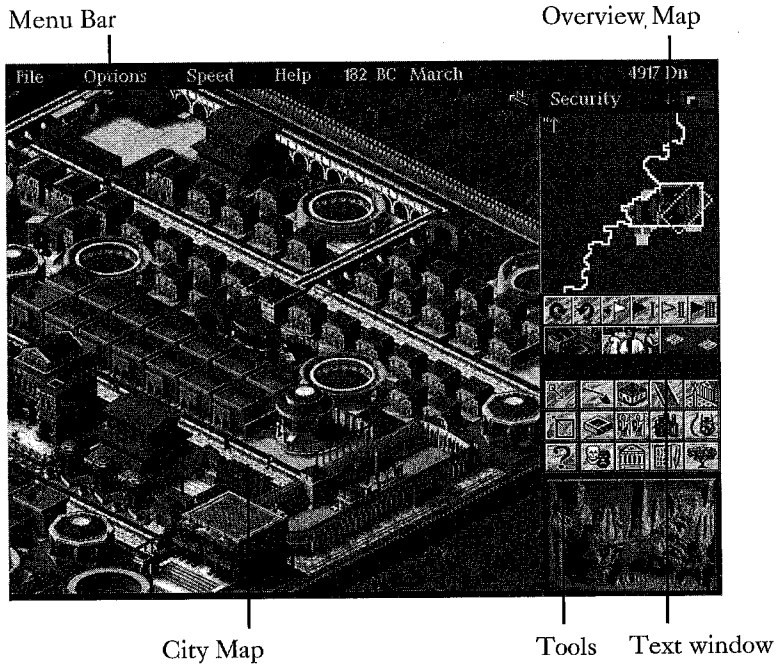
In the DOS version of the game, each game screen will be displayed separately — the City Level, the Province Level, the Forum screen, and the Combat screen will each appear, one at a time, as you choose to view them. You may switch between them as you wish, but you may only view one at a time.

In the DOS version of the game, a text window on the Control Panel will give you information about various game items as your mouse passes over them.

The City Level and Province Level screens are only able to display a part of your city and province at any given time. To view your entire realm, you may move your view around the city and province maps by *scrolling*.

In the DOS version of the game, you may scroll your view around the map by moving your mouse pointer just over the edge of your computer screen. You may scroll north, south, east, west, or diagonally in any

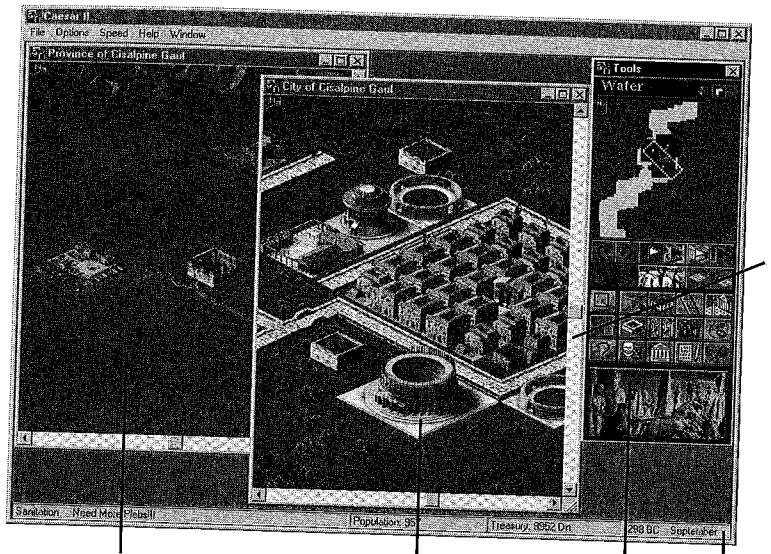
DOS GAME SCREEN



direction simply by moving your mouse over the edges of the computer screen. The boundaries of your domain will be clearly visible — beyond them the screen will be black.

You may also move your city or province view by clicking directly on the Overview Map.

WINDOWS 95 GAME SCREEN



CAESAR II for WINDOWS 95

The Windows 95 version of the game uses the Windows interface to give the player control over the placement of the various items on the screen. Different elements of the game will appear in their own windows, which you may resize, drag around the screen, or minimize. In Windows 95, for example, you may view the City Level and the Province Level windows at the same time. The Control Panel on the Tool Box will change according to which level window is on top, or active: when the city window is on top, the City Level controls will appear; when the province window is on top, the Province Level controls will appear. The Windows 95 version includes a status bar along the bottom of the screen, which displays information about the currently selected item. You also have a *Tooltips* feature that can be turned on and off from the Window menu, When *Tooltips* is on, the names of many game features will appear as your mouse passes over them.

Unlike DOS, Windows 95 allows you to customize the game screen by

MACINTOSH GAME SCREEN

dragging and resizing windows (up to a maximum size, not the full size of the screen), and arranging them as you wish. The Windows 95 version of Caesar II allows you to scroll in the manner described above, but it will also include scroll bars on the right side and bottom of your map windows. Click on the arrows to move in the corresponding direction, click and hold your mouse button down and drag the sliding squares, or click anywhere on the bar itself to move your map view.

In the Windows 95 version, you will be able to name your cities.

CAESAR II for MACINTOSH

The Macintosh version allows you to customize the game interface to your liking. You can have both the City Level and Province Level windows visible at the same time, you may resize them, and you may place them wherever you want on your game screen. The Tool Box can also be placed anywhere

on the screen and will always remain active and in front of the other windows.

Like the Windows 95 version, the Contol Panel will change according to which level is active: the City Level or the Province Level. When the Tool Box's City or Province buttons are clicked on, the corresponding window will come to the front.

The status bar, which displays information about the currently selected game feature or tool, is found at the top of your Macintosh screen. Balloon help can be turned on and off by pressing the *Help* button on your keyboard, or by holding down the *Command* and *h* keys at the same time.

In the Macintosh version, you may scroll your city and province maps by using the scroll bars on the side of each window, or by holding down the space bar, clicking directly on the map, and dragging it around your screen. You may also move your views by clicking directly on the Overview map.

As in the Windows version, the Macintosh version allows you to name your cities.

Note: On some low-performance Macintosh machines, you may only be able to display one window (City or Province) at a time.

GAME TIME

Caesar II takes place in **real time**: your city and province will begin to grow and change on their own as soon as you place structures down. If you build a group of houses, for example, and their neighborhood becomes more desirable in some way, those houses will improve in quality and size. Conversely, they will decline and shrink if the neighborhood drops in value. In this way, you will watch your city and province grow, change, or deteriorate in an almost organic fashion. And remember, changes will occur simultaneously on the **City Level** and

the **Province Level**, so keep your eye on both.

To pause the game at any time, just select *pause* from the *Speed* menu on your menu bar, or hit the <P> key on your keyboard. Select *pause* again, or hit <P> again to resume the game. While the game is paused, you may still look around your City and Province, and you may still build structures, clear land, issue orders, and so on.

The following descriptions assume that you have chosen to play a "Full Game" (Campaign game) that includes the campaign, or strategic, dimension. If you should choose **City Building Only** next to the **Campaign** option on the Game Setup screen (or simply uncheck the **Campaign Game** option on the Macintosh), your game will consist of only the **City Level** and will not include combat or the **Province Level**.

GAME OVERVIEW

At the very start of the game, the Roman Empire consists of a single province, Latium, with Rome at its center. It is your job to extend the Empire by successfully developing additional provinces. Your first task in the game will be to choose the first province that you will attempt to transform into a powerful and wealthy extension of Rome.

Your first province may encompass several small and isolated towns, hostile independent tribes, and — most importantly — your capital city. In addition, your province will have areas of potential farmland and areas suitable for mining and quarrying, which you can use to enhance your city's economy.

You must build your capital city from the ground up, and see that it is healthy, wealthy, and wisely run. On the **City Level**, you will provide housing, a water supply, entertainment, safety, and health. You will also build roads, set tax rates, start businesses, organize your laborers, and establish a security force.

You must also tend to "the big picture" on the **Province Level**. On the Province Level, you may build roads to connect your city to outlying towns. You may establish farms,

mines, and quarries to supply city businesses, and you may build ports and trading posts to buy from and sell to distant lands.

The challenge of managing internal affairs is made even more difficult by the ever-present threat of invasion by various types of barbarians. On the Province Level, you may build forts, command your armies, or even build massive provincial walls for protection.

Your overall performance, on both levels, will be rated in four areas: **Peace**, **Culture**, **Prosperity**, and **Empire**. When you have reached a required minimum rating in each category, and a required overall (average) rating, you will be offered a promotion, and the chance to extend the Empire by bringing a new province under Roman rule. When you receive a promotion, you will be able to choose your next province from among those adjacent to the current boundaries of the Empire.

The game ends when one of two things happens:

1) You advance successfully through enough provinces that you achieve the ultimate promotion — Emperor of Rome — and you win the game. The number and difficulty of the provinces required to reach the level of Caesar (thereby winning the game) depends on the skill level you have set:

On *Novice* level, you will become Caesar after **5** promotions.

On *Easy* level, you will become Caesar after **7** promotions.

On *Normal* level, you will reach Caesar after **10** promotions.

On *Hard* level, you will become Caesar after **15** promotions.

On *Impossible* level, you will reach Caesar after **20** promotions.

2) You fail to perform up to the standards of the Roman Empire, and enrage the Emperor to such an extent that he removes you from office and dispatches you to some undoubtedly ghastly fate. In this case, needless to say, you lose.

GAME SETUP

The Game Setup will appear after the game has been loaded and the introduction sequence has played. The first setup screen will give you several options:

* Start a New Game
* Load a Previously Saved Game
* Run the Caesar II Tutorial
* Exit the Game

Select Start a New Game to begin. The next screen will allow you to set various game conditions. Here you may choose from five skill level settings: **Novice**, **Easy**, **Normal**, **Hard**, or **Impossible**! These increase in difficulty with regard to amount of cash you begin with, the frequency of certain events in the game, and the number of promotions required to win. We recommend the Normal setting for basic, balanced game play, but you may want to experiment a bit to determine your personal preference.

The button next to the word "**Campaign**" allows you to choose either a full Campaign game (consisting of the Province and City level), or a City Building only game (just City Level, see page 20).

To enter your name, click on the "Change your Name" button, type your new name, and hit the <Enter> key on your keyboard, or if you are playing on a Macintosh, simply type your name in the box that appears.

Select "**Start this Game,**"or click on the "**OK**" button on the Macintosh to begin.

CITY BUILDING ONLY OPTION

The Campaign game in Caesar II consists of both a City Level and Province Level (see Game Overview, page 17). These levels are closely connected and demand constant attention. For a simpler game experience, you may choose the City Building Only option.

While the Campaign game includes both City and Province levels, a City Building Only game takes place entirely on the City Level.

A City Building Only game will not include the Province Level (and therefore will not include Barbarian attacks, army management, or combat) and the player will not be promoted to other provinces. Industry in City Building Only mode works just as it does in a regular game, except that you will not manage industrial sources on the Province level. Rather, you will receive raw materials in various quantities, which will supply your businesses on the City Level.

When playing City Building Only, the difficulty level you set will dictate starting money and frequency of events. Ratings will be calculated as usual for Prosperity and Culture, but you will not be rated in Empire or Peace, as these two ratings involve the Province Level. In this mode, you will have no need for the Centurion (in the Forum) and you will not assign Plebs to Army Duty or Provincial Work. Also, you will not get requests for goods from the Emperor.

Choose this option if you want to focus *only* on city design and management, setting your own goals as you go along. There is no way to "win the game" in City Building Only mode.

THE MENU BAR

A menu bar across the top of the screen will allow you to control several game options:

File: Select *New Game* to begin a new game.

Select *Load* (*Open* on the Macintosh) to resume a previously saved game. Choose a saved game from the list that appears.

Select *Save* to save your current game. Type a name for your game in the box that appears.

Select *Quit* to quit Caesar II without saving your current game.

Options: Select *Music* to switch on or off the game's music, or to set the music volume.

Select *Sounds* to switch on or off the ambient sound and speech, or to set their volume levels.

Select *Movies* to switch on or off the short 3-D animations that will appear occasionally during your game to illustrate certain events.

Select *Year End* to switch on or off the *Annual Summary* and *Auto Save* features (these are independent menu items on a Macintosh). If turned on, the Annual Summary will appear automatically at the end of each year, detailing your population, treasury funds, and tax rates. Auto Save automatically saves your game at each year end, using the name LASTYEAR.SAV.

Select *Census* to display the current population and employment level of your city. (Census option is under *Window* menu in Windows 95 and Macintosh versions.)

Speed: Select *Speed* to set the Scroll Speed (available for DOS and Windows 95 only) and Game Speed, from 0 to 10 (10 is the fastest).

Select *Pause* to pause the game, and *Accelerate Time* to cause the game time to pass very rapidly.

Help: Here you may access *Hints and Tips* for better game

play, *Help* information about many basic game functions, and some background *History* about the Roman Empire. Select *About* for information about the production of Caesar II.

Window ***(Windows 95 and Macintosh only)***: This menu allows you to customize your Windows game display. Selecting *City Map* makes your City Map the active window, while selecting *Province Map* makes your Province Map active.

Forum displays the Forum window. When the Forum window is displayed, all other windows will be inactive.

Census displays the current population and employment level of your city

Display Tool Box displays the Tool Box Window, which contains the Overview map and the Control Panel.

Show Tooltips activates an automatic "balloon help" feature that will display boxes identifying each button or feature as your mouse passes over it. In the Macintosh version, you may turn balloon help on and off by pressing the Help key on your keyboard, or by pressing *Command-h.*

Dual/Single Window Mode allows you to set your screen to either show both City and Province level windows simultaneously, or to show only one window at at time. When *Dual Window* mode is set, both windows will be present on the screen. When you switch between City and Province views, the appropriate window will jump to the front of the screen, and the control panel will change accordingly. When *Single Window* mode is set, only one map window will be displayed at a time. *(Dual window mode may not be available on some low performance Macintosh machines.)*

Arrange Windows arranges your City, Province, and Tool Box Windows on your screen for you, in their default locations.

Background Window Preferences (*Windows 95 only*) allows you to select a "wallpaper" design for the game's backdrop window. There are several designs available to choose from.

THE STATUS BAR

The Macintosh and Windows 95 versions of Caesar II include a status bar that displays useful information throughout your game. The status bar will display your city's population, the amount of Denarii in your Treasury, the current month and year, and some information about the currently selected tool or button. The status bar is at the bottom of the Windows 95 game screen, and at the top of the Macintosh game screen.

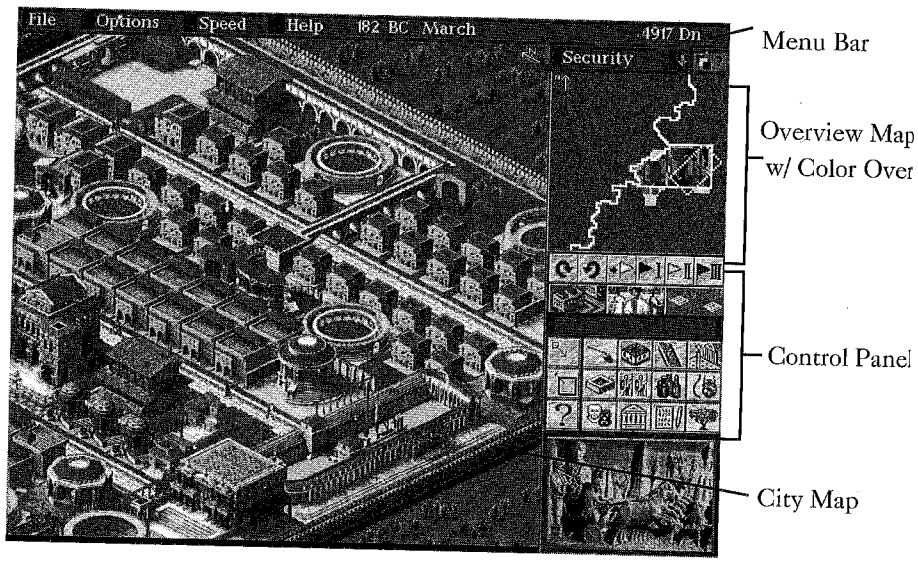
In the DOS version, the same information will be displayed on the menu bar, and within the text window in the middle of the Tool Box.

II. THE CITY LEVEL

The City Level includes a **City Map**, and a **Tool Box**, which consists of an ***Overview Map***, and a ***Control Panel***. If you are playing the DOS version of the game, the **Tool Box** will be located on the right side of the screen. If you are playing in Windows 95 or on a Macintosh, the **City Map** and the **Tool Box** will be in separate windows, which you may place anywhere you like.

The **City Map** is where much of the action in the game will take place. Here, you will build buildings, water systems, and roads. Soon your city will come to life — you'll see buildings growing and changing and people hustling through the streets. Certain areas will thrive, others will wilt, and don't be surprised when the occasional emergency pops up at the most inopportune time!

CITY LEVEL SCREEN



City development is influenced by three main variables: **Land Values**, **Limiting Factors**, and **Roads**. These variables will be discussed in detail elsewhere in this manual, but briefly:

Fluctuating **Land Values** cause houses and other structures to rise and fall in quality. Land Values will *rise* if an area contains many desirable features, and will *fall* if it contains undesirable features, and will be *limited* if it lacks some essential component or components.

Most structures you build will either enhance or limit the value of the land surrounding it. A Temple or a Theater, for example, will raise Land Values, while a Barracks or a Market will limit Land Values because of noise and pollution. ***Land Values** determine how much the structures in your city will grow.*

Some buildings, no matter how many positive influences act upon them, will not rise above a certain quality level due to **Limiting Factors**. A limiting factor for housing might be the lack of a water supply. Even if a house has access to the best schools, libraries, and theaters, no one wants to live there if it has no water. ***Limiting Factors** limit **Land Values** to certain levels.*

Roads are the essential connections between buildings. A Market may be a stone's throw from a house, but if it is not connected by road, it might as well be across the sea. This is because many buildings produce "walkers" who pass benefits and provide services to the areas they pass. They forge the actual links between your city's buildings. Markets send out Traders, Barracks produce Soldiers, Forums produce Forum Clerks, etc. When your city gets going, you'll see these busy little walkers hustling through the city. They need roads to do their jobs. Of course, buildings that are *very* close to buildings that produce walkers will enjoy their benefits all the time, and not just when the walkers pass.

Note: If your city has no housing, no walkers will appear!

THE OVERVIEW MAP & COLOR OVERLAYS

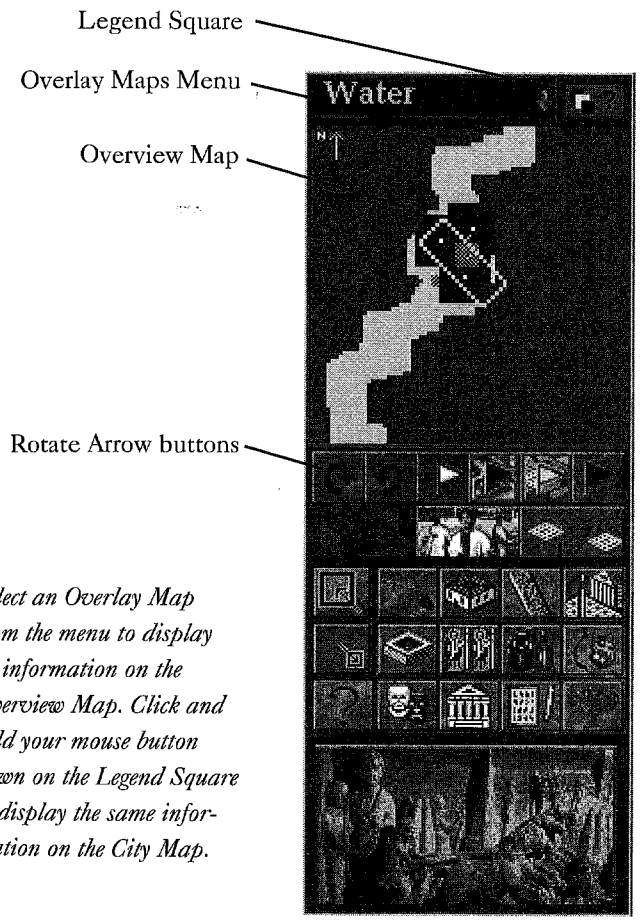
In the upper right corner of the City Level Tool Box is a small map that gives you an overview of the entire city. The rectangle in the Overview Map shows you the area currently displayed by the City Map. It will move as you scroll around the City Map with your mouse. You may also click on the Overview Map to switch your view to any point in the City. The north-pointing arrow on the Overview Map corresponds to the north-pointing arrow in the upper right corner of the City Map. You may rotate the City Map view by clicking on either of the *rotate arrow buttons* just below the Overview Map. The Overview Map will not rotate.

Above the Overview map is a menu that will give you information at-a-glance about all the vital aspects of your city in the form of ***Color Overlay*** maps. Click on the menu, then select one of the Color Overlay listings.

Color Overlay Maps will show you your city's Geography, Land Value, Water Supply, Security, Unrest, etc. When you select one, the overview map will change to reflect your selection. For a close-up view of the overlay, click and hold the mouse button down on the *Legend Square*, which looks like three colored squares and a question mark. A color key will appear in place of the Overview Map, and the colors will appear on the City Map to display the information. Solid black areas on overlays indicate a complete lack of the selected feature or service. Map squares that contain housing will outlined in gray, and other structures (aside from roads and plazas) will be outlined in black.

Some of the Color Overlay Maps will leave relevant structures visible on the City Map. The Security overlay, for example, will leave Barracks and Praefectures visible.

The Color Overlays are a good way to keep your finger on the pulse of your city. Check them often — they just may alert you to an impending crisis in time to take preventive action. Remember to use the Legend Square to place the Color Overlay on the City Map. You may also use the Zoom controls to increase or decrease your map magnification.



Select an Overlay Map from the menu to display its information on the Overview Map. Click and hold your mouse button down on the Legend Square to display the same information on the City Map.

CONTROL PANEL

The buttons beneath the Overview Map comprise the Control Panel. The control panel allows you to perform the following functions:

VIEW CONTROLS

ROTATE ARROWS

These buttons allow you to rotate your Main Map view clockwise or counter-clockwise.

FLAGS

The placement of flags on either your Province or City map allows you to jump quickly to any flagged location. You may place your own flags for convenience, or they may appear automatically to indicate danger. You will only *see* the flags when you are actually placing them. The following flags are described as they appear, from left to left.

Set Flags: To set a flag, click on the first (left most) flag button. When the mouse pointer changes into a flag, click anywhere on *either* your City Level map, *or* your Province Level Map to place the flag. You may set several flags on either map. To remove a flag, click on the flag again.

To go to the flagged locations in your city, click on the second flag button. This is the **City Flags** button. If you have set more than one flag, click on the **City Flags** button multiple times to jump to each location in succession.

Likewise, click on the third **Province Flags** button to go to the flagged locations on the Province Level.

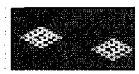
A red **Danger Flag** will appear automatically in areas where some kind of emergency is taking place in your city or province (e.g. a Barbarian raid, fire, disease). The Danger Flag always indicates the source of the *most recent* danger. When an emergency occurs, a message box will inform you, and will often give you the option to go to the location immediately. After the message box is gone, click on the red **Danger Flag** button at any time, and you will be transported to the most recent danger flag.

GO TO...

Beneath the **Flag Buttons** are the following:

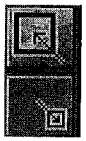
Go to City: If you are on the City Level, you're already there, and this button is inactive. If you are on the Province Level, click here to go display the City Map and the City Level Tool Box.

Go to Forum: This button takes you to the Forum, your main center of government, where you may consult with your advisors, check your ratings, and implement decisions (see *The Forum*, page 68).



Go to Province: This button transports you to the game's Province Level. It displays the Province Map and the Province Level Tool Box.

ZOOM IN/OUT



Zoom In: There are three view levels available in your Main View. When you select the **Zoom In** button, your mouse pointer will turn into a cross-hair. Click anywhere on the City Map to zoom in on a particular spot, or click on the **Zoom In** button a second time to zoom in on the center of the map.

Zoom Out: Click on the **Zoom Out** button to expand your Main Map View.

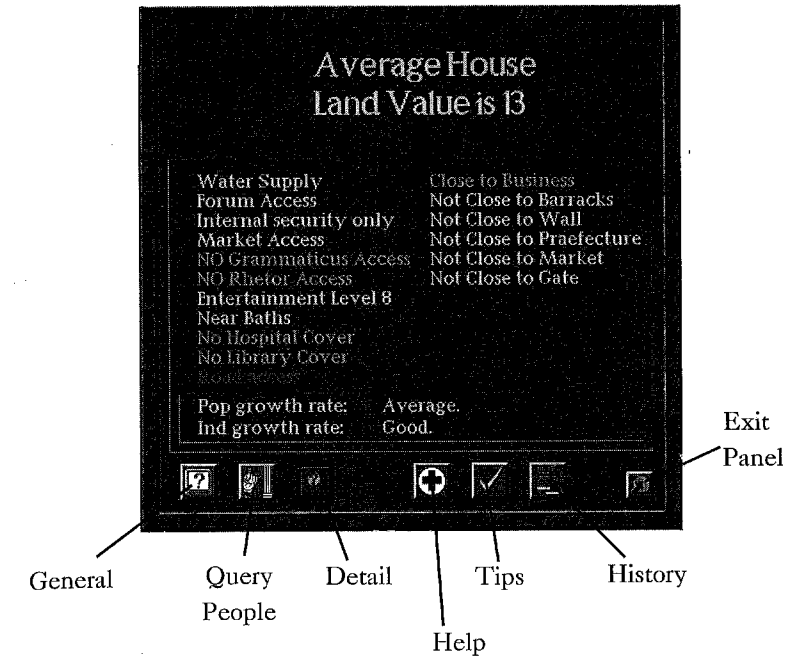
THE QUERY FUNCTION

Note: In most cases, the Query button has the same effect as right-clicking on an item (Dos and Windows 95) or clicking while holding down the *Shift* button on your keyboard (Macintosh).

On the City and Province Levels, the Query button is a convenient way to find out information about all aspects of **Caesar II**. Simply click on the Query button, and your mouse pointer will turn into a question mark. Then click on any feature on the screen, and an information panel will appear. In many cases, the panel will contain buttons that offer **Help**, **Tips**, and **Historic Background** information about the selected item.

On the **City Level**, the Query button gives you access to many key pieces of information about your structures. If you have difficulty determining which buildings are which, just use the Query function to find out the name of the building, its level of development, its Land Value (from 0 to 64), etc.

For each structure, the Query button brings up an information panel with several buttons. The General button gives you a single statement informing you of any pressing problems or deficiencies, or of the general state



of the structure.

The Detail button gives you a list of factors that act either positively or negatively on land values. Any listing in **Red** indicates a ***Limiting Factor*** — a negative influence that is preventing the structure from developing. To maximize development in your city, try to eliminate these limiting factors as best you can. Any listing in **Green** indicates a need that is satisfied for the structure. Any listing that is **Gray** indicates a factor that does not have any effect on the selected structure.

The Query button also allows you to interact with the **People** who work in your city. Just click on or near a walking person. In the panel that appears, click on the button that looks like a person, and one or more person icons will appear. Select a person icon to see the person's name, occupation, and opinion about some area of his life.

BUILDING STRUCTURES

At the start of a game, your city will consist of nothing but empty terrain. To build structures:

* Simply select the button on the control panel for the structure you would like to build, and then click on the City Map where you would like to place the structure.

*You may also build some structures by clicking on their build button, and then clicking and *holding down* your mouse button, dragging the mouse pointer across the map. In this way, you can place a length of aqueduct, a strip of road, or a block of housing without having to click multiple times. Using this method, you may only build a limited length of road, wall, or aqueduct.

In order to build a structure on any wooded piece of land, the land must be cleared. You may clear the land manually, using the *Clear Area* button (see below),or you may simply build the structure and the land will be cleared automatically, with the cost deducted from your savings.

CLEARING LAND

This function allows you to demolish structures and roads, and clean up areas of rubble. Select this button to activate Clear mode. Then click on any previously built structure on your Main Map to destroy it.

Clearing land costs money. While Clear mode is active, the cost displayed in the text window is the cost *per map square* of destruction. To demolish a building, just click on it. To clean up the resulting rubble, click once again on each square that contains wreckage while you are in Clear mode.

Note: If you clear a square that has two structures (i.e. road and aqueduct) you will be given the option to either clear both structures or just one.

HOUSING

Housing: People will only move into your city and build nice houses if you provide pleasant areas for them to live. All housing will begin as small *Huts*, which will develop and grow only if they get what they need. If you fail to provide for the basic necessities of your housing, your residents will pack up and leave, and your houses will vanish. Housing also must be present in order for other buildings to produce walkers.

As with any structure, in order to build a house on any wooded piece of land, the land must first be cleared. You may clear the land manually, using the *Clear Area* button,or you may simply build the house, and the land will be cleared automatically, with the clearing cost automatically added to the construction cost.

There are 32 levels of housing, ranging from *Hut* to *Palace* (see ***Reference***, page 104). The higher-quality housing attracts more people, who earn higher income and pay more taxes, so it is wise to encourage housing to develop. The development of housing depends on *Land Values* (see ***Land Values***, page 51).

ROADS

Road: A good network of roads connecting your buildings is vital to your city. Many buildings need to be connected to other buildings in order for your city to function. Houses must be connected to Forums in order for your tax collectors to do their jobs. Markets must have roads for their traders to travel. Barracks and Towers send out soldiers, and Praefectures produce vigiles who need roads to patrol. And workers need roads between housing and their businesses.

While many buildings need roads, some do not. Bath Houses,

Entertainment structures, Temples, and Schools are designed to be accessed on foot, and therefore *do not* need road access.

Roads do not evolve, they remain the same as long as they are adequately maintained. If you find that sections of your roads are disappearing spontaneously, check to make sure you have an adequate number of Plebs assigned to road duty (see *Plebeian Tribune*, page 77).

The cost displayed for road construction is cost *per map square* of road. You may place a road square by square, or you may hold your mouse button down and drag over the map to lay a length of road. Roads may be built through walls, under aqueducts, and over rivers to form bridges.

Note: A Plaza serves the same purpose as a road, but it is nicer and has a positive effect on land values.

FORUMS

Note: This following section refers to the forums you will build in your city, not your *personal* Forum, which you will visit to hear advice, set tax rates, organize Plebs, etc. That one is discussed on beginning on page 68.

Forums are your city's centers of government. Their role is twofold:

Forums act as gathering places for your citizens. This makes the presence of a Forum a very desirable feature of a neighborhood. In fact, an area with no Forum access will be limited in its Land Value.

--and--

Forums serve as the home base for your tax collectors. Each Forum will send out forum clerks who will walk the streets collecting taxes from your population and businesses. *In order to collect taxes from any structure, it must be visited by a tax collector!* You can have the most opulent high-income housing complex on the European continent, but you will not see a single denarius of tax money unless it receives a visit from a neighborhood tax collector.

To ensure that your forum clerks can do their job, make sure that there are roads connecting each section of your city to a Forum.

A forum also has a square radius in which tax coverage is high regardless of the clerks. If you do not have adequate forum coverage, taxes may go uncollected, and your city will suffer.

To check your city's tax coverage, select *Tax Coverage* from the Map Reports menu on the Tool Box, and click on the color square to view the color key.

It is especially important that libraries and hospitals have tax coverage. If they don't, they will not function.

There are three different classes of forums: Aventine, Janiculan, and Palatine. The more advanced classes occupy larger map areas and provide tax coverage for more territory, but they will be available only after your city advances a bit and your engineers develop their skills.

Any class of forum will grow visibly fancier if its land value rises, but it will always remain the same size.

WATER

For your city to develop, you will need a good water system. You have four types of water structures at your disposal: Reservoirs, Fountains, Aqueducts, and Wells.

All areas on the City Level can potentially have two types of water access: **water supply** (water that is directly available to the public) and **pipe access** (water inside an underground pipe network, available indirectly, through Reservoirs to Fountains and Bath Houses).

In order to develop, housing must be in an area with a **water supply** from a reservoir or a fountain. Housing can get water from rivers and wells, but people consider this low-class, so it will be a *Limiting Factor*, restricting land values.

Tip: The Color Overlay Map for water can be a great help to you in designing your water system. Also, check the *Detail* option on the Query Panel to check whether or not a structure has a water supply.

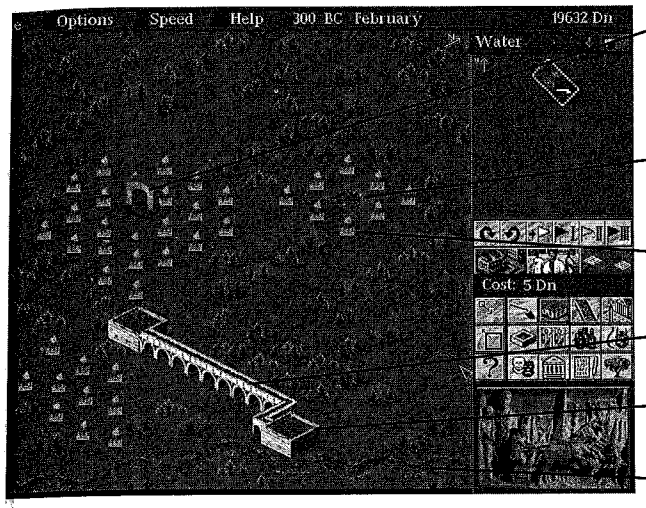
Reservoirs: Reservoirs provide the foundation of your city's water system. A reservoir will only function when it is either adjacent to a river or connected to a full reservoir via an aqueduct. You may create a string of up to four reservoirs, but the outer reservoirs in the string will be able to supply water to a smaller range than those closer to the river.

A reservoir creates a **water supply** in a small radius, *and* a zone of **pipe access** in a wider radius. Houses built *inside* the water supply radius will have water, and they will be happy. Houses built *outside* the water supply radius (even if they are within the pipe access radius) will not have water, and will have limited development.

In the latter instance, you can make the houses happy with the construction of a **Fountain**.

Fountains: Fountains create the largest area of water supply. A fountain must be placed within a reservoir's zone of **pipe access**. It will then use

A WATER SYSTEM



the pipe access to create a usable water supply for the area around it. Multiple fountains can draw from a single reservoir. Building a network of fountains supplied by reservoirs is a very effective way of supplying your city with water.

Aqueducts: You may place a length of aqueduct by clicking on a line of map squares, one at a time, or by dragging across a map area while holding your mouse button down. An aqueduct can only be used to send water from one reservoir to another reservoir. In this way, you can send water all over your city. You cannot connect aqueducts to Fountains or Wells.

Wells: A well is a cheap way to create a water supply for a relatively small area. Wells do not create any pipe access. They can be built anywhere, but they only supply a primitive water supply that will limit land values.

Rivers: Rivers can serve as a primitive water supply for people along its banks, but people do not like this, and it will severely limit land values.

The following is a good way to begin to create a water system:

1) Place a reservoir next to a river.

2) Click on the pull down menu above the Overview Map, select the Color Overlay Map for *Water*, and click on the three-colored *Legend Square*. You should see a color-coded area of water supply, and a further-reaching area of pipe access (the smaller area will be purple, because it contains both types). Make sure that *pause* is turned off for at least a moment so that the game can register any changes.

3) Place a fountain on the Main Map within the reservoir's range of pipe access. Then check the Overview Map again. You should see a wider-reaching radius of water supply surrounding your new fountain. You may build housing on any square that is within *water supply* range of either the reservoir or the fountain, and those houses will have water.

Note: Your water system will need a work force to maintain it. If you have created a water system that appears sound but still doesn't work (i.e. empty fountains, thirsty housing, etc.) check to see if you have enough Plebs assigned to water maintenance. To do so, go to the **Forum** and consult the **Plebeian Tribune.**

SECURITY

Security on the City Level is essential for several reasons. A horde of Barbarians may raid your city, internal riots may break out, thieves may strike, and fires may erupt. Security on the City Level will complement any security you may have on the Province Level. If a band of barbarians begins to move toward your city, for example, the best thing to do is send a cohort to stop it on the Province Level (See ***Province Level***, page 58). If the band does manage to get into the city, your internal forces will be called upon. The following security measures will help prevent such crises in your city and will enable you to deal with them if they do arise:

Walls and Towers: Walls enclose areas to protect them from Barbarians. You must enclose an area entirely in order to secure it. For purposes of enclosure, rivers are equivalent to walls because Barbarians cannot cross them without bridges. Watch out for breaks in your walls! Towers strengthen walls, and serve as posts for soldiers. If invaders enter the city, soldiers will emerge from your towers to counterattack. To build a **gate**, just run a section of road through a wall (or vice versa).

Barracks: Barracks send *soldiers* out to patrol the city in search of Barbarians and rioters. Soldiers will take the initiative to attack and kill any such undesirables. They will also enhance the security level of any areas they walk past (within a range of a few map squares). Ironically, although Barracks protect and serve the city, residents hate to live near them, and they limit land value. Residential areas should ideally have good *road access* to barracks, but be at least several squares away from them.

Praefectures: Praefectures send out *vigiles*, or watchmen, who patrol the city in search of rioters and fires. A strong vigile presence will help prevent riots *before* they start (fires may be prevented by assigning Plebs to fire duty, while riots may be prevented by keeping *unrest* to a minimum). If a fire or a riot *does*

break out, the vigiles will take care of it automatically as soon as they discover the problem. Like soldiers, vigiles will enhance the security of any area they walk past. Like Barracks, Praefectures are undesirable to live near, so they limit land value. Make sure that there is good road access between your praefectures and your housing.

If security is too low in areas of your city that contain Temples, robberies may occur. Robberies deplete your treasury, which is stored in the Temples.

Each building in your city will have one of three security categorizations: ***Internal***, ***External***, or ***Maximum***. "Internal" security refers to protection from forces within the city — protection in the form of passing *vigiles* (from praefectures) and *soldiers* (from barracks). "External" security refers to protection from forces outside your city — protection by *city walls*. If a building has both internal and external security, it's categorization will be "Maximum."

The security levels in your city relate directly to the city's levels of *unrest* (see page 55). Inadequate security can encourage lawlessness, and raise unrest. Monitor your city's *unrest* levels by using the *unrest* color overlay (see page 26). The areas of high unrest are likely to produce *riots*, which will appear in pockets and spread if left unchecked.

If a riot does break out,soldiers from your barracks and vigiles from your praefectures will automatically make for the troubled spot and try to put down the riot.

You may check the security of your city by consulting the Color Overlay for security (see page 26).

INDUSTRY

Industry on the City Level consists of **Markets** and **Businesses**, which, in a full game, work in conjunction with industrial sources on the Province Level.

Markets allow commerce to take place in your city. Markets send out traders who use the city's road system to seek out potential customers. In addition to the general business they do, markets will also sell the goods produced by *businesses* in the city. Markets will have little colored awnings that represent their trade. The busier the market, the more awnings you will see around it, so its performance is apparent at a glance. To succeed, markets need good road access, and a steady supply of goods from city businesses. Although residents need access, they do not like being *too* close to markets — this tends to limit land values.

Businesses take raw materials from outside the city and use them to produce consumer goods (see *Province Level Industry*, page 58). A business will transport its processed wares to a market to be sold. Like markets, businesses limit housing development. They do need a local work force, however, so you may have to build some housing nearby. Walking workers near your businesses will represent the work force. Businesses will look for workers nearby in a square radius. The output of a business is represented by small jars in the "loading area" of the business building: the more jars, the more successful the business. The maximum output of a business is seven jars.

An Example Scenario:

It is easier to explain and understand the game's industrial system by sketching an example scenario. Here is how an industrial system might work, taking into account both the Province and City Levels:

On the Province Level, you build a farm not too far from your city, and decide to grow Grapes (see *Province Level Industry*, page 58). After your farm has been operating for a short time,

you will need to build a Grape Business, or winery, inside your city. On the City Level, you click on the *Industry* button on your control panel, select *Grapes* from the menu that appears, and place your new winery.

When you build a business on the City Level, you should make sure that your city contains enough *markets* to sell what the business produces. You might want to build a market right next to a business to be sure. You should also be sure that you have a high enough *population* to support the business. You will need a workforce in addition to a customer base. If a business has a steady supply of raw materials from a provincial source (farm, mine, quarry), a large consumer and working population, and adequate market access, then it will be profitable.

In addition, export routes to other towns (especially border towns), ports, and trading posts on the Province Level will help businesses.

When a business begins to produce, jar icons will appear next to it, indicating its production. Each jar represents a certain quantity of output.

If a business does not perform well at first, give it some time. Remember: goods must first be produced on the Provincial Level, then transported into the city to be processed, and *then* sent to a market to be sold. Also, it may take some time for workers to join the business. If after a while the business still lags, it may be because your city population is too low, your road network is deficient, or the economy is in a slump. In general, markets and businesses will keep pace with your city.

The following factors influence the success of business in your city:

* **Taxes**: Make sure your industrial tax rate is not excessively high. Overtaxing can stunt your Industrial Growth Rate and shut businesses down.

* **Population**: The larger your population, the greater the demand will be for whatever goods you produce.

* **Workforce**: Businesses need employees. Without workers living nearby, output is curtailed.

Access: Make sure you have road access connecting business to markets, and markets to people.

Demand: In a full game, roads on the Province Level serve as export routes, connecting your city with other Roman Towns, trading posts, and ports in your Province. This will improve business.

Supply: In a full game, businesses need industrial sources on the Province Level.

When you select the Industry button on the City Level, businesses that are not currently supplied by sources on the Province Level are listed in red. This does not apply in City Only mode.

Note: If you are playing with "City Building Only," you will automatically receive raw materials with which to establish businesses, even though you are not developing industries on the Province Level. Each city will have different supplies of various goods, which can support different types of city businesses.

SANITATION

Good sanitation is a critical part of a successful city. Sanitation is maintained by the presence of **Bath Houses** and **Hospitals**. The presence or absence of these sanitation structures is directly related to the *illness* levels in your city. Provide adequate sanitation, and *illness* will be low; provide inadequate sanitation, and *illness* will rise. Monitor your city's *illness* levels by using the *illness* color overlay (see page 26).

Areas with high *illness* are likely to produce *disease*, which will appear as a skull-and-crossbones symbol on your city map. Like riots, disease will appear in pockets and will spread if left unchecked.

Disease destroys housing and lowers surrounding land values. If disease occurs, you can eliminate the immediate problem by clearing the infected housing, but disease will return if you do not address the larger problem of poor sanitation. If disease recurs in your city, make sure every house has a water supply and access to a **Bath House**, and that your *Hospital Cover* (see below) is at or near 100 percent.

Bath Houses: Be sure to build Bath Houses in areas that have pipe access, and are near housing. In addition to keeping *illness* to a minimum, Bath Houses raise surrounding land values, and will raise your city's Culture rating. Bath Houses will develop and improve in appearance as their land values go up. A Bath House provides sanitation to certain radius around it. A larger, more developed Bath House will serve a wider radius. Bath Houses do not need road access.

Hospitals: Hospitals serve the entire city, and not just the areas near them. Your city's *Hospital Cover* is expressed as a percentage, and is displayed in each building's Query panel. A single hospital will provide 100 percent coverage for 1,000 people. As your population grows, it demand more hospitals. If your Hospital Cover dips below 100 percent, illness levels may rise, and disease may occur.

The presence of Hospitals can also boost land values and your Culture rating (see page 71). In order to function, Hospitals need road access. They also must be within areas that have tax coverage by a Forum, so that Forum officials may administer the hospital.

ENTERTAINMENT

The people of the Roman Empire expect more out of life than just the humdrum essentials. They will not be happy unless they have access to some kind of entertainment, whether it be a play at the theater, a chariot race at a circus, or a gladiator fight in the local arena. In order to *really* give land values a boost, an area should be close to all three types of entertainment buildings: **Theaters**, **Arenas**, and **Circuses**.

Each building in your city will have an **Entertainment Rating**, from 0 to 9, based on its proximity to the three varieties of entertainment buildings. For example: if a house is very close to a Theater and very close to an Arena, but nowhere near a Circus, it would get **3 points** for Theater access, plus **3 points** for Arena access, plus **0 points** for Circus access, for an Entertainment Rating of **6**.

The larger, fancier versions of the entertainment buildings will not be available to you until after your city is somewhat developed.

In addition to raising land values, Entertainment buildings will also improve your city's Culture rating.

Each of the three Entertainment buildings is designed to be accessed on foot, and therefore does not need road access.

Theater: Theaters where plays, operas, and other shows are performed, come in two sizes: the basic Theater, and the **Odeum**. The two serve the same purpose, except that an Odeum will reach a larger area than the basic Theater. Theaters and Odeums do not need road access.

Arena: The arena is a place where spectators come to watch

staged fights between captured enemies, wild animals, slaves, and so on. If a regular arena ceases to adequately thrill your populace, you will eventually be able to build the more advanced **Coliseum**, which will be accessible to a wider area.

Circus: The circus is an oblong track where chariot races are held. The larger **Circus Maximus** is an impressive building that will draw huge crowds and impact a larger region. Circuses are rectangular in shape. You may place one in any orientation in your city by using the rotate arrows on your control panel.

WORSHIP

In addition to providing places of worship, religious buildings provide secure storage for the denarii in your treasury. If your city begins to accumulate wealth but has no religious buildings in which to secure it, robberies are likely to occur. More wealth creates a need for more religious buildings. Religious buildings come in three sizes: **Shrine**, **Temple**, and **Basilica**, which increase in size, cost, and capacity respectively. Since these buildings store valuables, be sure to build them in places with high security levels (i.e. near Barracks and Praefectures) or they may fall victim to crime.

Religious buildings develop based on land values, and on the size of the city's population. Placing them is a good way boost land values, and to raise your city's Culture rating. Religious buildings serve a surrounding radius, and do not need road access.

EDUCATION

Educational buildings raise land value and boost your city's Culture rating. There are three types of educational centers that you can build in your city: the **Grammaticus**, the **Rhetor**, and the **Library**.

The Grammaticus is a school for young children, while the Rhetor is a school for older students. Housing needs schools to develop — a lack of schools serves as a **Limiting Factor** on development. These structures serve a surrounding radius, so each pocket of housing may need its own schools.

Libraries, on the other hand, are similar to Hospitals in that they serve the *entire city* rather than just their immediate area. Libraries may not be available for construction until your city reaches a certain size. A Library needs road access, and like a hospital, it must be within tax coverage range of a forum.

All housing will benefit from a Library at any location. This is not to say that a single library will be enough for a large city. Library Coverage, like Hospital Coverage, is expressed as a percentage. If your Query panels indicate Library Coverage below 100 percent, it may be time to build a new library.

AMENITIES

Building **Gardens** and **Plazas** will boost land values by providing pleasant public places for your citizens. They will also help you to raise your Culture rating. Sections of Plaza also serve as sections of road.

MONEY

Money is what makes everything in the game happen. It pays for construction, labor, and defense, and it appeases the Emperor. The unit of currency in Imperial Rome is the Denarius — the plural (and hopefully you will have more than one) is *Denarii*. The amount of Denarii you have in your coffers will be displayed at all times in the upper right corner of the City Level and Province Level screens (DOS), or on the status bar (Windows 95 and Mac). Your Denarii will be stored in your Religious Buildings, and can be stolen if security is low.

You have two sources of income: *Population Taxes* and *Industrial Taxes*.

Population Tax is a percentage of each household's income. Both population size and housing quality determine population tax. Each home's land value and number of residents are considered in determining its tax bill, so that a house with a higher land value will generate more tax money, even if it houses fewer residents. The higher quality houses contain people with higher incomes, who pay more taxes.

You should work to increase your population and develop your housing to maximize population taxes. Be careful: if you raise taxes too high, people will not want to live in your city, your population may drop, and the public may hold it against you for a long time!

Note: Population is a key component of city success. Most of your ratings will be affected to some extent by your population. Work hard to make your city a desirable place to live!

Industrial Tax is a percentage of the earnings of your businesses, which come from output. Each business in your city will have a number of jars next to it, representing its output. You must maximize output by boosting both *supply* of raw materials and *demand* of the population. You should also try to establish a network of trade routes on the Province Level. If you raise industrial tax too high, businesses may collapse.

Your expenses will include construction costs, Legion wages, Pleb welfare, annual tribute, and your own salary.

To be successful, you must balance your income and your expenses so that you earn a profit, otherwise you will be unable to afford to enhance your city. Your **Prosperity** rating will only improve if you can consistently make a profit. A good city will need substantial income from population and industrial taxes to prosper.

POPULATION

Your city's population will grow or shrink based on the conditions of city life. Remember, the higher your land values are, the more your housing will develop. Higher levels of development mean more affluent residents and more tax revenues (see above).

A hut may only house 2 people, while a large palace can house as many as 500! But be aware, numbers aren't everything. Sometimes an increase in land values will actually lower the population. In this case, the increase in tax revenues will more than make up for the loss of people.

Even so, population is key to your success as a governor — all ratings are affected to some degree by the city's population — and you should do all that you can to promote a healthy level of population growth. This means providing culture, health facilities, education, and other services that enhance urban life. You should also pay special attention to your population tax rate — a steep tax hike may raise some quick Denarii, but your citizens will resent it, and they do not forget easily.

EMPLOYMENT

The employment rate of your city will be an important factor in determining your population growth rate. An abundance of available jobs will make people want to move to the city -- a high level of unemployment will chase them away. You can find out the employment rate of your city at any time by selecting *Census* from menu bar, or by going to the Forum and consulting the Treasurer.

Many of the structures you build on the City level will create employment for your populace. A city's employment will increase whenever any of the following structures are built:

Any Forum
Any place of Worship
Bath House
Praefecture
Barracks
Grammaticus
Rhetor
Library
Any Entertainment structure
Hospital
Market
Business

The more advanced the structure is, the more jobs it will create. More jobs mean more people; more people mean more tax dollars; more tax dollars give you the ability to develop your city and raise Land Values. High Land Values are the key to a thriving and successful city!

LAND VALUES

and Values determine the extent to which buildings in your city (housg, in a particular) will develop or decline. Each map square will have a alue ranging from **0 to 64**. It is very difficult to achieve a Land Value ratg of 64 for any map square -- this rating requires *ideal* living conditions.

he higher the Land Value of an area, the more advanced any structure n it will be. As Land Values rise, the quality of housing will improve. igher quality housing means a more affluent population, which means ore tax dollars for you.

ometimes an advance in Land Values will actually decrease the number f people living in a house. As people become more well-to-do, they esire more space. In this case, even though you have fewer people, you ill be collecting more tax revenues. The increased taxes will more than ake up for the resulting population dip.

There are many ever-changing influences which will overlap and work with or against each other to raise or limit the land value of any given quare. In other words, it may not always be easy to figure out exactly why ny given square's value is higher or lower than another's.

There are, however, some basic rules to keep in mind when trying to manage land values.

Every structure that you place down will have a radius within which it boosts land values. ***However***, some types of structures will also have the effect of capping, or limiting the value of the land around it. Land Value will be limited also if an area lacks a needed service or utility, such as a water supply.

The Land Value of an area will be limited if any of the following conditions exist::

Lack of a water supply, primitive water supply only, no Forum access, no market access, close to a business, not near Baths,

low or no Entertainment, near Barracks, lack of Security, close to City Walls, close to City Gate, low Hospital Cover, lack of Grammaticus or Rhetor, close to a Praefecture, close to Market, low Library Cover.

Note that some very vital structures, despite their importance, are undesirable to live near and will thus limit land values. Barracks, Praefectures, Markets, Businesses, Walls, Gates, and Towers will limit surrounding Land Values. While these structures are necessary and positive for your city, they just don't make good neighbors.

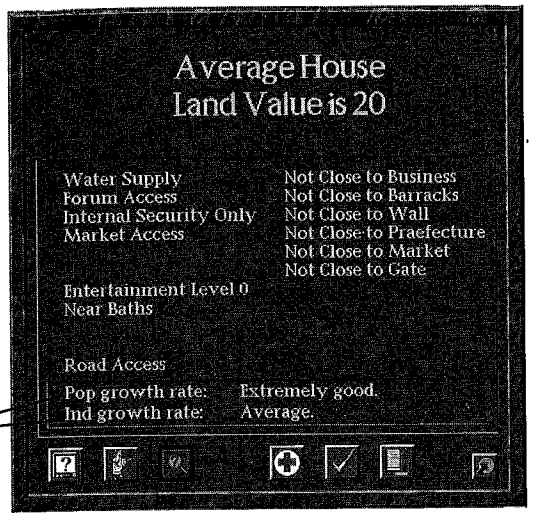
The only influences that will actively *reduce* land values are rubble, fire, and disease. You would be wise to eliminate these as soon as possible.

Other structures — Bath Houses, Forums, Temples, Entertainment centers, Hospitals, Schools & Libraries, and Amenities — will have only positive effects on land value. These structures provide valuable services *and* are a pleasure to live near.

In addition to the radius of influence that structures exert, some structures also produce *walkers*, which patrol the streets and provide benefits to any areas they walk past.

Praefectures, for example, send out *Vigiles* which pass a security bonus to nearby buildings. Markets send out *Market Traders*, and Barracks and Towers send out *Soldiers*. All walkers pass their benefits to any buildings within a range of three squares of their path. Keep this in mind as you design your road system. Areas that receive much road traffic will have the highest potential land values.

Each building that produces walkers will send out a new one periodically, but each walker will only walk a limited distance before "quitting time," when he will disappear from the screen.



To view your city's population and industrial growth rates, right click on any structure and click on the Detail button.

GROWTH RATES

Your city will have both an **Industrial Growth Rate** and a **Population Growth Rate**, which indicate the trends for development in the city. To check your growth rates, just query any structure on the City Level . You should strive to keep both rates as positive as you can.

Industrial Growth Rate is determined primarily by your Industrial Tax rate. The higher your Industrial taxes, the lower your Industrial Growth Rate will drop. In addition, any sharp increase in Industrial taxes will cause lingering damage your Industrial Growth Rate.

You should always strive for a healthy industrial economy: productive and well-staffed provincial industrial sources feeding raw materials to the businesses in your city, which in turn sell their wares at busy markets,which serve your population.

Experiment with various Industrial Tax rates to find one that will bring tax revenues into your city, while at the same time allowing for a healt level of Industrial Growth.

In a City Building only game, you will not have to worry about provinc industrial sources. Your Industrial growth rate will depend on City Lev factors only: markets, businesses, demand for goods, etc.

Population Growth Rate is based on your Population Tax Rate, your level of employment (see page 50), and on the inherent temperament o the people in your Province.

People will always be more likely to move to a city with a low Populati Tax rate, and a low unemployment rate. Once these rates begin to rise, people may leave your city. You will have to carefully balance populati growth with your need to collect tax money.

Another factor that will influence population growth is the temperamen of the people in your Province. The more difficult provinces contain pe ple that have an established hostility toward the Roman Empire. These people may be reluctant to move to your city unless you set the Population Tax at a very low level. It is your job to convince such folk that it is a privilege to be a part of the Roman Empire! You can get an idea of a population's temperament from the description given when yo first select its province on the Empire Map.

A healthy population growth rate will also improve land values, which will draw even more people into your city.

UNREST

en if you are very careful to provide for all the needs and desires of r population, you should always monitor the level of discontent, or *rest*, in your city. Unrest is the measure of your citizens' satisfaction (or satisfaction) with you and the way you are governing. Left unchecked, rest can lead to riots, which can cause serious damage to your city.

rest is based on population tax, conscription rates, and unemployment. each of these increase, there is a chance that Unrest will worsen. turally, your people will resent high taxes and high conscription rates, will demand a healthy economy with an abundance of jobs.

rest is also affected by your city's *security*. Do your best to see that each a of your city is patrolled by soldiers from a barracks, or from a praefec- e. Such patrols can prevent riots, and will quash then if they do break t.

pulation tax, conscription, unemployment, and security will work in junction to determine Unrest. A worsening of one can be offset by an provement in another. A hike in the population tax, for example, might t heighten Unrest if it is offset by a lowering of your conscription rate e *The Centurion*, page 74).

u may monitor your city's level of Unrest by selecting *Unrest* from the ll-down menu at the top of the tool box. Click on the legend squa and ew your city map to see which areas show unrest.

conditions favor unrest, it will appear in pockets in your city, and will spread. The color overlay will display yellow, orange, and d spots on the city map to indicate low, medium, and high lev- ls of unrest.

o reduce Unrest in your city, pay close attention to your con- ription rate, population tax, and employment level. Can you ford to reduce taxes? Can your Legion bear a reduction of he Conscription rate? Can you build more job-producing

structures in your city to boost employment (see *Employment*, page 50)

If you tend to all of the above factors and your city still has an alarmin level of Unrest, you may reduce Unrest by building Barracks and Praefectures. Their presence alone will reduce Unrest in the areas sur rounding them, and the soldiers and vigiles they send out will cut Un for every house they pass by while on patrol.

As a last resort, you always have the option to destroy any house that turns up red under the Unrest display. Sometimes it is better to "elim nate" troublemakers before they can do any real harm.

If unrest leads to a riot, soldiers from your barracks and vigiles from yo praefectures will automatically move to the troubled spot and try to pu down the riot.

ILLNESS

Like unrest, illness can appear in pockets throughout your city if cond tions favor it. Monitor the illness levels in your city by checking the *ill ness* color overlay, which highlights areas of low, medium, and high ill ness.

Illness levels relate directly to the quality of your city's sanitation (see page 44). To minimize illness, you must provide sanitation in the form Bath Houses and Hospitals. Areas of housing with no access to a Bath House are more likely to have high levels of illness, and a hospital cove lower than 100 percent can worsen illness throughout your city.

If illness levels become too high, disease will break out. Disease appea as skull-and-crossbones symbols on your city map. If left unchecked, d ease can spread. Disease will destroy housing and can seriously damag surrounding land values.

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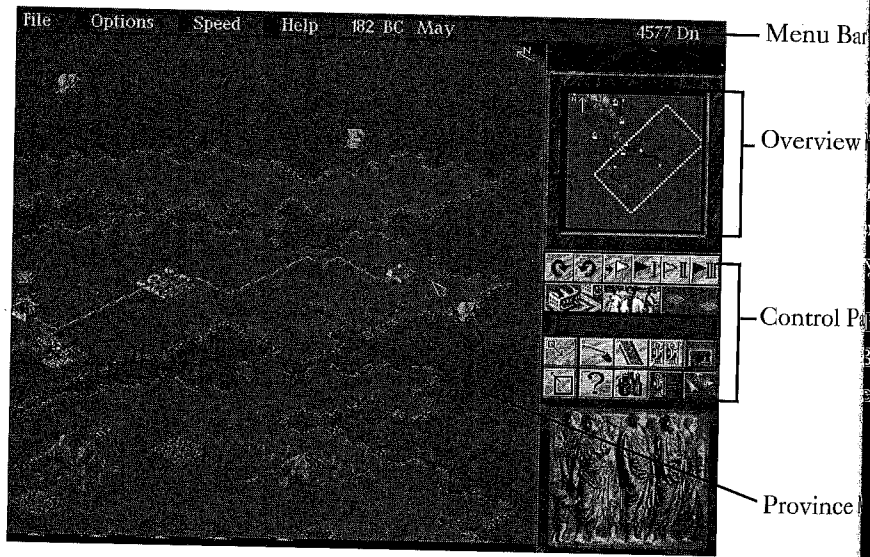
III. THE PROVINCE LEVEL

The Province Level places your city in its actual surroundings, and puts you in charge of an entire region of the Roman Empire. When you first begin to govern a new province, all of its inhabitants may not appreciate the power and glory of Rome, and may even resist your rule. It is your job to bring the entire province under your control, and to create in it a single organized economic and social system.

Your view controls on the Province Level are the same as those on the City Level. To move from the Province to the City Level, you may use the **Go To City** button, or you may right-click *(or Shift-click on a Macintosh)* on the city itself on the Province map.

On the Province Level, you may build farms, mines, quarries, ports, and trading posts. Each of these will complement your city's economy in some way. For example, if you build a *Sand Quarry* on the Province Level, you will be able to build a *Glassworks* inside your city, where the

PROVINCE LEVEL SCREEN



d will be used to produce glass. The finished product will then autotically be transported to the city's *Markets*, where it is sold to the resints. Successful businesses generate more *Industrial Taxes*, which mean a althier city.

dustrial sources on the Province Level must have road access to your y. They must also have *Warehouses* and, in some cases, *Work Camps* adjant to them. *Warehouses* store goods until they are either consumed by a siness on the City Level or given to the Emperor. *Work Camps* provide ng quarters for the site's Plebeian work force.

ote: As you grow your Province Level economy, you must make sure to ocate sufficient Pleb labor to *Provincial Work* (See *Plebeian Tribune*, page).

curity is also a concern on the Province Level. You may build *Provincial alls* to keep out invaders, and *Forts* to house your soldiers. If a hostile rce heads toward your city, you must have a strong Legion of soldiers to tercept it.

croll around your Province Map and Query the features you see. In addion to your city, you may see mountain ranges, grasslands, farmlands, uarry/mine areas, and other settlements. *Roman Towns* are friendly settlents that will grow if you build roads between them and your city. *Tribes* e hostile communities that are resistant to Roman rule. To bring a tribe nder control, you must send a Cohort to subdue it by force.

f your Province is bounded by water, a white arrow on the far edge of ach seaward side of the Province Map indicates the trade opportuniy that lies in that direction by sealane.

The Tool Box on the Province Level works just like the Tool Box on the City Level, except that the Control Panel has different features. These are:

PROVINCIAL ROADS

You may build roads on the Province Level the same way yo build them on the City Level: simply click on the *Roads* icon and place or drag road sections square-by-square.

There are no "walkers" on the Province Level, but it is vital that most buildings you build be connected to your capital city via roads. A good road system will do wonders to bring your Province together. When yo connect your city to small, isolated villages, you will most likely see th grow and develop as they enhance your city's trade economy. On the down side, roads also allow invading Barbarians to travel faster. You ma build roads through *Grasslands* and *Woodlands*, but not through *Mounta Ranges*, *Farm* or *Quarry/Mine Land*, or on top of *Towns*.

You may build a gate on the Province Level by simply building a road through a provincial wall (or placing a wall over an existing road). If yo do this, however, any provincial source that is outside your wall will se ously reduce its output of raw materials. All provincial sites want to be protected -- they do not like to be on the outside of a protective wall.

Commerce will pass through towns and other structures, but Cohorts w not.

SECURITY

PROVINCIAL WALLS

Provincial Wall construction works in the same way as *City Wall* constru tion on the City Level. You may enclose all of your Province's exposed borders, or you may enclose only part of your Province.

You may build gates through provincial walls by simply building a wall

r an existing road, or building a road through an existing wall.

be aware: if you separate economic sources (Farms, Quarries, etc.) or ns from your city with a wall, their output will be diminished. All sites t to be protected, so you should avoid dividing your province.

ORTS

may build as many as ten Cohort Forts in your Province, anywhere ept on mountains and atop other settlements. Each fort creates a *ort*, or army, that you command. A Cohort will appear on your Province el map as an army beneath a waving *battle standard,* or banner. The Cohort you organize will be your *Prima Cohors* (First Cohort), and h additional one will have its own name, makeup, and ever-changing ale. The forces of your *Legion* (your entire armed forces) will be divid- evenly among the forts you build, so that the more forts you have, the aller each Cohort will be. You will manage your Legion in your Forum e *The Centurion*, page 74).

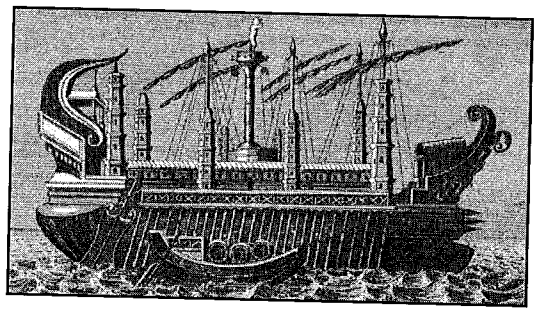
TRADING POSTS

Trading Posts allow you to do business with lands outside your Province. Goods will be sent to Trading Posts by border towns in your Province. The closer a border town is to a Trading Post, the easier it is for you to trade with that town. By building Trading Posts near these towns on the edges of your Province Map, you will receive valuable goods from each direction. You will also increase the demand for exports in your city. To see which goods a border town will send to a Trading Post, go to the **Forum**, and consult with the **Merchant**. Any Trading Post must have a *Warehouse* adjacent to it, and must have road access to the capital city. Trading Posts do *not* need *Work Camps*.

PORTS

Ports provide trade access to lands overseas. When you buil port, it may do business with the province indicated by the white arrow on its side of your Province Map. A Port needs *Warehouse*, but does *not* need a *Work Camp*. Goods brought i the port will remain in its Warehouse until it is either used a City Level business, or sent to the Emperor at his reques

Each ship you see in the ocean on your Province map carries a specifi cargo load. Ships come into a port, unload their cargo, and leave. You may click on any ship to see what type of cargo it is carrying. When yo build a Shipyard adjacent to a Port, it increases the number of ships pl ing your waters, and so will boost your trade.



INDUSTRIES

All industries operating on the Province Level need a supply of Pleb labor. Make sure enough Plebs are assigned to Provincial Work to meet the demand. All industries in your province will have an icon above them, indicating the type of goods they are producing.

n industrial source calls for a Warehouse or Work Camp, you must ld each structure right next to its source.

Farms can be placed on patches of *Meadow*, which are represented on the map by flat, brown and green areas. You will not be able to place a farm on non-farmland. When you place a farm, you will be given a choice of what type of agriculture it should focus on (i.e. wheat, grapes, cattle, etc.). The types of agriculture available will vary from province to province. *Farms* must be connected to your city by roads, and must be accompanied by *both a Warehouse and a Work Camp*.

Quarries and Mines can be placed on *Rocky Areas,* indicated by rocky patches on your Province Map. As with farms, mine and quarry options will vary from province to province. You may choose to mine lead, copper, gems, or iron, or to quarry stone, clay, marble, or sand. A Quarry or Mine needs *road access*, a *Warehouse*, and a *Work Camp*.

INDUSTRIAL SUPPORT

Warehouses are needed by industrial sources to store excess goods. Y must build a Warehouse directly adjacent to its industrial source. You may build as many warehouses adjacent to industries, ports, and tradi posts as you need to store excess goods. You will be prompted to build warehouse, if appropriate, whenever you build an industrial source or port.

Work Camps, like Warehouses, must be adjacent to their industries. Work Camps provide housing for the laborers who keep the source ru ning. You will be prompted to build a Work Camp, if it is needed, wh ever you build an industrial source on the Province Level.

Shipyards must be built adjacent to *Ports*. By producing ships, a *Shipy* will increase the productivity and output of its *Port* by building more ships to trade with the nearest sea lane.

ORDERING COHORTS

This function allows you to issue orders to any of your exist *Cohorts*. You may set and assign patrol routes, send a Cohort after an enemy, or to return the Cohort to its home fort. You may call upon your armies to deal with several types of enemies (see page 66).

If your Province contains any ***Local Tribes***, you may send a Cohort to subdue them. Tribes are communities that have not accepted Roman rule yet. To reign them in, just set a Cohort route that ends on the trib location. And make sure the Cohort is up for a fight, because tribes are fiercely independent.

To issue orders, click on the *Order Cohort* button on the Province Leve Your mouse pointer will change to a crosshair. Place it on the Cohort y would like to command, and click. A panel will appear, telling you the

ber and composition of the Cohort's soldiers, its Morale, and a gener- escription of its readiness for battle. Beneath this data are three but-

ct ***Movement Route*** to issue movement orders. Over your mouse ter, a marker will appear, connected to your Cohort by a dotted line. additional marker you set by clicking your mouse will set a waypoint he Cohort's patrol route. You may set as many as ten waypoints. Click he final waypoint twice to indicate that you have finished. If your final point is atop a previously set waypoint, the Cohort will repeatedly ol this "looped" route. To intercept a moving enemy, just set the first point on top of the enemy. Cohorts can travel on or off roads, but will e faster on them.

ct ***Return to Fort*** to send the Cohort automatically back to its Fort. may use this command to pick up additional troops as they become ned (See *The Centurion*, page 74).

ct ***Come to Rest*** to order a moving Cohort to stop and await further lers

more information about Legion and Cohort management, see the nturion, in the **Forum** section of this manual, and **Your Legion** in **Combat** section.

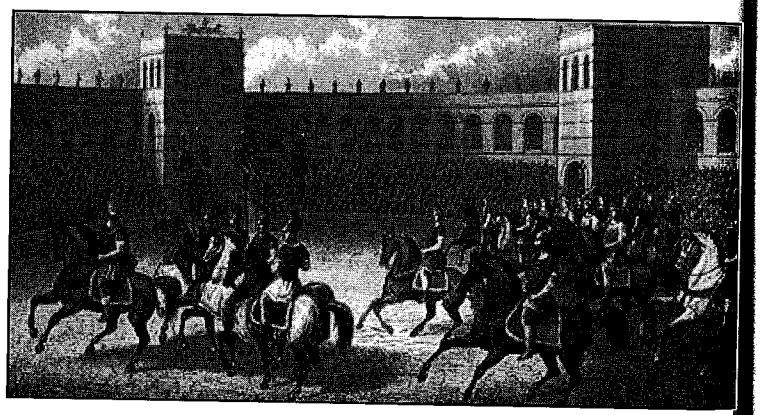
BARBARIANS & OTHER ENEMIES

You will be alerted when hostile troops are sighted moving within you Provincial borders. Enemy Armies will look similar to your Cohorts, a you may get some information about them by querying them. To do b tle against an adversary, just march a Cohort right into the enemy uni (see *Ordering Cohorts*, page 64). You may encounter several types of ho tile force:

Local Uprisings originate from Tribes within your Province, and w try to depose you by destroying your city.

Barbarian Raiders come from outside your Province and will try t take over outlying towns. If they capture one, it becomes a Tribe. Raiders may also destroy industrial sources if they come across them and may try to enter and sack your city.

Barbarian Invaders also come from the foreign lands outside your province — they will be larger than raiding parties and will most lik make straight for your City and try to conquer it.



mpire Invaders are the armies of other advanced non-Roman cultures. his type of attack will only come in certain provinces, and represent a eclaration of war against the Roman Empire.

ere will be many different varieties of enemies that you will encounter, h as Greeks, Etruscans, Dalmatians, and so on; and each will have dis- t tactical abilities and favored maneuvers in battle. After you play esar II for a while, you will develop a sense of how each enemy haves.

emies will also have distinct troop types, some of which may prove to quite interesting (scouts have even reported the use of elephants by my cavalries!).

u should try to defeat any type as soon as you can, and you *must not* let hostile parties enter your capital city. You would also be well advised send a strong Cohort to any **Tribe** (of any size) that is in your Province. ibes often produce **Uprisings** that try to sack your city.

vaders themselves come in several varieties, each of which will have its n style and techniques of fighting.

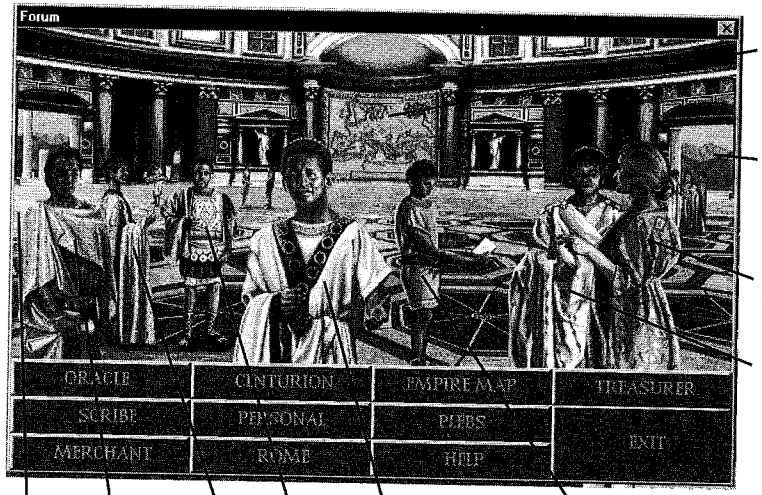
IV. THE FORUM

The Forum serves as your main government headquarters. Here you may:

* Monitor your Empire, Peace, Prosperity, and Culture ratings.
* Communicate with the Emperor.
* Check your industrial performance.
* Set taxes.
* Manage your Plebeian work force.
* Manage your Legion.
* Keep up with many other aspects of your City and Province.

To enter the Forum from either the City or Province Level, click on th

THE FORUM



o Forum button on the Control Panel (or select *Forum* from the menu Select any of your advisors in the Forum by clicking directly on them onsult, receive advice, and issue orders. Your mouse pointer will ge when it is over a hotspot in the Forum.

HE ORACLE

e Oracle on the far left side of the Forum shows you your performance he four Ratings: *Empire*, *Peace*, *Prosperity*, and *Culture*. If you want to ive a promotion and advance to a new province you will need to ieve a minimum rating in each category *and* a minimum combined rage rating for all four categories: Click on each category's box for ice on how to boost your ratings.

pire: This rating measures the status of you and your Province in the text of the Roman Empire. If you have spread your influence widely oughout your Province and beyond, your reputation will grow and your pire rating will rise.

increase your Empire rating, you must establish a far-reaching network trade and communication links. Your Empire rating will rise each time :

* build a road connecting a Roman town to your city.
* build a road connecting a border town to your city.
* build a farm, mine, quarry, shipyard, trading post, work camp, warehouse, or shipyard.

ur Imperial favor will also influence your Empire rating. The mperor's opinion carries a lot of weight!

he population of your city will also influence your Empire rat- g.

ote: The Empire rating will not apply to City Level Only games.

eace: This rating gauges the safety and security of your

population. Also, the larger your population is, the greater your peace rating can become. On the Province Level, this means having enough ***Cohorts*** to stop any hostile forces quickly *before they can reach your city*. The Barracks and Tower soldiers in your city will deal with riots and/or invaders, but they will not help your Peace rating.

By the time they are needed, the rating will already have dropped. Make sure that any rebel or Barbarian activity is dealt with swiftly and decisively. Keep up a strong Legion and place your forts strategically throughout your province. The Peace rating will fall when a threat appears, but will rise if the threat is dealt with promptly.

The following events will boost your Peace rating:

* Conquering a local tribe and bringing it under Roman rule.
* Winning a victory in battle.

Time will also be on your side with regard to the Peace rating. Each month, this rating will rise a little bit.

The following events will cause your Peace rating to fall:

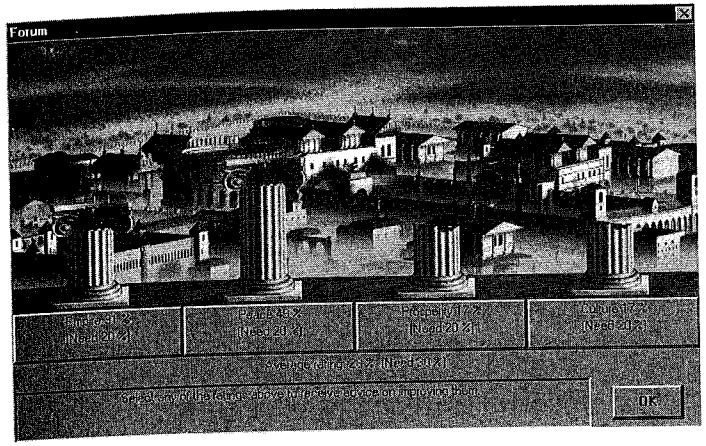
* Invasions by Barbarians and Enemies
* Local uprisings
* Defeat in battle
* Barbarian capture of a Roman town
* Destruction of any industrial structure in your Province

Note: *The Peace rating will not apply to City Level Only games.*

Prosperity: The Prosperity rating is a measure of your financial management skills. It reflects how well you balance taxation and government spending with the need to encourage business, industry, and population growth.

To keep this rating high:

* Maintain a large tax-paying population
* Turn a profit each year



* Keep land values high
* Spend wisely and strive for long periods of profitability

Culture: This rating measures your city's cultural richness and diversity. It considers the size of a city's population as well as the number of "cultural" structures the city has. A high ratio of cultural structures to people in your city will give you a high Culture rating. As your population grows, the people will demand more and more cultural resources.

Building the following structures will help you improve your Culture rating:

* Any Entertainment structure (theatre, coliseum, etc.)
* Garden and Plaza
* Bath House
* Grammaticus and Rhetor
* Hospital
* Library
* Religious building (shrine, temple, or basilica)

Note: *The buildings mentioned above will only boost your Culture rating if they are administered by (i.e. lie within the tax coverage range of) a Forum.*

THE SCRIBE

Consult the Scribe if you would like to take a look at his collection of graphs illustrating City Population, City Funds, Population Tax Income, and Industrial Tax Income over the past several years. Click the right and left arrows to adjust the time span shown in the graphs.

The Scribe's records will help you gauge the progress of your city's development.

THE MERCHANT

Select the Merchant to access a list of several available industrial commodities and the status of each in your Province. In a full game, the first column shows the number of *units* of each item produced in your Province. Note that the bottom four listings refer to commodities available outside of your province, beyond each of the four sides of the Province map. A ***ship*** icon in the first column indicates that this item is available via overseas trade, and requires a Port. A ***caravan*** icon indicates that the item is available via overland trade route, and requires a Trading Post. Building the appropriate structure on the appropriate side of the Province map will bring these commodities into your Province.

The second column shows how many units of each commodity you have in storage. If you have a lot of stored goods, you might consider opening another business — *if your population will support it* — to process and sell the excess. You will want to keep some goods in storage — the Emperor will request things from time to time, and if you fail to deliver he will be quite angry.

The final column shows the number of factories, or businesses, in your city that are currently working on the commodity, and the percentage of the production capacity that is being met. If you have factories with low percentages, they may not be receiving enough raw materials from provincial sources. Consider building new sources or stepping up trade

maximize efficiency. Ideally, you will want to keep storage fairly low, supply percentages at 100 percent.

te: In a City-Level-Only game, only the relevant information will be ed in the Merchant screen.

THE CENTURION

Your Centurion is the highest-ranking general of your armed forces, or Legion. Your Legion is composed of four different varieties of fighters: Heavy Infantry, Light Infantry, Slingers, and Auxiliaries, and is split up into Cohorts equal to the number of Forts you have built on the Province Level (see page 59).

Different troop types will require different training periods. Once troops are trained and available for combat, they will be added to existing Cohorts as the Cohorts return to their forts. In order to add newly trained soldiers to your Cohorts, remember to issue the *Return to Fort* command (or to move the Cohort over their fort).

Select the Centurion to access the Legion Management Panel. Here you may set monthly wages and conscription rates, and hire or release Auxiliaries. On the right side of the panel is a list of each type of soldier you have ready and in training, and a description of your troops' morale and battle-readiness. Once troops have become trained, you will need to add them to existing Cohorts by returning the Cohort(s) to their fort(s). Do this via the **Order Cohort** command on the Province level (See *Ordering Cohorts,* page 62).

As soon as you have at least one Cohort established, A *"Legion Has"* listing will appear at the bottom of the Centurion panel, accompanied by left and right arrow buttons. These arrow buttons allow you to view each of your Cohorts individually.

Each Cohort display will show the number and type of soldiers the Cohort has, the *morale* of its troops, its combat readiness, and its recruitment rate (*Minor, Major, Normal*) relative to the other Cohorts (see page 82).

A Cohort will perform better if its *Morale* is high. Morale will rise after

Cohort is victorious in battle, and it will fall if it loses a battle.

If you *Demobilize* a Cohort, the Cohort will stop receiving new recruits from the training pool. A demobilized Cohort may, however, lose men if the number of soldiers in your Legion drops.

For more information about Legion management, see the **Combat** section of this manual, beginning on page 82.

THE ADVISOR FROM ROME

This is the Imperial Representative to your city. He serves as a link from you to Rome and the Emperor. He will keep you abreast of just how the Emperor feels about you and your performance. Click on the Imperial Advisor to see your current *Annual Tribute.* The Annual Tribute is the amount of Denarii that you must send to the Emperor each year. It will rise if his confidence in you falls, and will fall if Imperial favor rises. If you are careless with your Denarii, you may not have enough to pay the Annual Tribute. Should this happen, the Emperor will not be pleased.

The Imperial Advisor will also let you know what, if anything, the Emperor is currently requesting from you. Rome will request goods from you occasionally as needs arise.

To try to butter up the Emperor, you will always have the option to send him an "extra tribute" (the cynical might call it a bribe). Just click on the button, set the amount you'd like to send, and then select "Send This Gift." A gift will come out of your personal savings. Of course, you can never be sure if such a gesture will please or anger the Emperor.

Your relationship with the Emperor may vary throughout your game, and will manifest itself in several different forms:

Imperial Favor: This rating is a general measure of your relationship with the Emperor. It considers such factors as how well and how quickly you fulfill his requests, and how much money you send in the form of "gifts."

Annual Tribute: The Annual Tribute is a fee that you pay to the Emperor each year, just for the privilege of being Roman. The Emperor determines the amount of the Tribute based on the profitability of your city, the total amount in your treasury (the more you have, the higher the tribute), and Imperial Favor. If the Emperor likes you, he will lower your Tribute. If you annoy him, he will surely raise it.

Requests: The Emperor may occasionally request raw materials from you. When this happens, the best thing you can do is send him what he asks for — any way you can. This may mean building a port several months before you had planned to in order to get the Emperor some sand. If you fail to give the Emperor what he requests, he may banish you (and end your game!). If you know that it will be a while before you can grant the request, a generous gift may delay the emperor's wrath. But you will still need to fulfill the request -- the sooner the better!

The lower your Imperial Favor is, the less patient the Emperor will be while waiting for a request.

"Gifts": Gifts come out of your personal savings. They work in a strange way: on the one hand, a gift (or bribe) can boost your Imperial Favor (if it is high enough); but on the other hand, once you begin sending gifts the Emperor will expect you to continue. He might be perturbed if you stop! If your gift is not high enough, the Emperor will be insulted, and the gesture will have a negative effect. How do you know how much to send? You really don't, but you *can* anticipate his reaction. In evaluating your gift, the Emperor will compare it to the amount of your Annual Tribute, your Annual Salary, and any gifts you may have sent in the past.

Imperial Tax: As if the Emperor were not enough of a thorn in your side, he also has the power to tax your personal savings. The tax rate he sets depends on your Imperial Favor, and on the size of your personal savings.

THE PLEBEIAN TRIBUNE

The Plebs are the working underclass of your city. It is their lot to tend to the city's infrastructure. Plebs do not live in your housing, and are not considered part of your population. You may adjust the size of your Pleb work force by adjusting the amount of Denarii you allocate to *Pleb Welfare*.

Click on the Plebeian Tribune to access the Pleb Management panel. Use the up and down arrows to set your *Pleb Welfare* allocation, paying close attention to the Clerk's estimate of how many Plebs the adjustment will yield. Keep in mind, though, that this is always a short-term estimate. More Plebs may come in later months.

Then assign your labor force using the up and down arrows next to each task. The column on the right side of the panel shows the estimated number of Plebs needed for each assignment. Click directly on the word "*Need*" to set the recommended amount. You should consider throwing a few extra workers in any problem areas, or to cover future expansion projects. If any Pleb force drops below its recommended level, you will receive a warning message on your status bar.

Note: When you raise the number of Plebs assigned to a task by more than the number of available Plebs, Plebs will be taken from the ranks of the next listed task. When that one is exhausted, Plebs will be taken from the next one down, and so on, before beginning at the top of the list.

Keep a close watch on your labor force as the game progresses. If you mismanage your work force, roads may deteriorate, fountains may break down, and fires may break out. As you build structures on the Province and City Levels, consider the ways in which your changes will affect the work force. Plan ahead: a new road extension will require more road workers, new farms or mines will call for more provincial workers, and so forth.

Plebs assigned to *Army Duty* are trained as Slingers. They provide a quick way to bolster your Legion and, as missiles troops, they can give your fighting force a significant tactical edge.

Plebs will automatically be assigned to *Construction Duty*. If your Pleb Welfare allocation falls so low that you have inadequate construction labor, you will not be able to build anything.

Note: If your Pleb Welfare allocation is too low, your work force may dwindle to dangerous levels, forcing cuts in city services!

THE PERSONAL ADVISOR

Your Personal Advisor allows you to set your own monthly salary. It may be wise to give yourself a significant salary, and not just out of greed. If you find your city desperate for funds, you can always grant a donation out of your own pocket if you have the Denarii. To do so, just select *Donate to the City*, set your amount, and click on *Make this Donation*. In addition, any savings you accumulate over the years will stay with you if you are promoted to another province. It is nice to be able to ride into a new city with a large chest of Denarii.

Your personal savings may also be used for "gifts" to the Emperor. It will also be taxed at varying rates — if you have lots of personal wealth the Emperor may try to cut in by imposing a large tax rate!

THE TREASURER

The Treasurer's Report lists your city's income (marked with a "+") and expenditures (marked with a "-") for the current year and estimates the figures for the coming year. Income comes in the form of Population and Industrial taxes. Expenditures include Construction and Operating Costs (Army wages and Pleb Welfare expenses). The Annual Tribute is paid automatically each year to the Emperor.

Use the up and down arrows to set population and industrial taxes. Taxes are expressed as a percentage of citizen and business income. The *Average* figure next to each listing shows the average tax bill for the people and businesses of the city. Citizen income is based on the number and quality of houses in your city — higher quality housing generates more income. Business income is represented by the jar icons shown next to each business in your city.

High population taxes can bring in lots of Denarii, but if the tax rate climbs too high, your city may be slow to develop, and people may pack up and leave. Similarly, excessively high industrial taxes may discourage businesses from growing, and ultimately reduce your tax income. (see *Growth Rates*, page 51).

The Treasurer

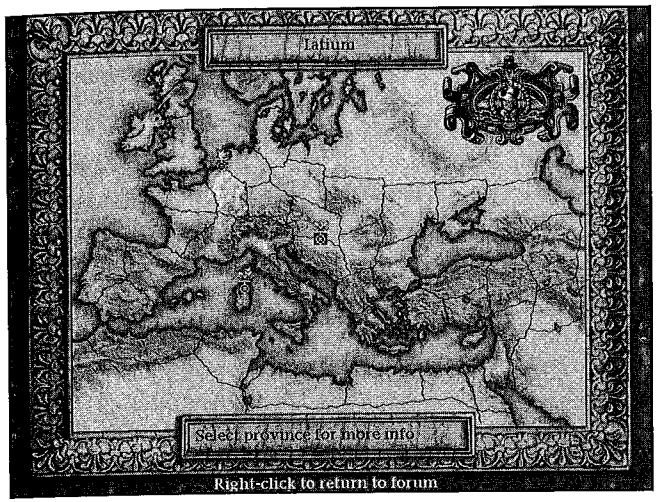
The Personal Advisor

THE EMPIRE MAP

Select the map at the back of the room in the Forum for a view of the Roman Empire. In addition to the provinces that you govern, the Empire will expand on its own through the efforts of the Emperor and other Roman agents such as the General, Pompous Maximus. Pompous Maximus marches into new provinces with his army, and seizes them for the Roman Empire. The provinces he conquers will not be available to you. Each time you receive a promotion, you must choose from among the provinces along the Empire's borders that have not yet been taken by Pompous Maximus.

On the Empire Map, gray areas indicate provinces that are already under Roman rule. The remaining areas are waiting to be conquered. Your current Province, your past Province(s), and any Provinces captured by Pompous Maximus, will be indicated on the Empire Map.

Click on the provinces near Rome to see a brief profile detailing each's military strength, attitude toward Rome, neighbors, and industrial potential. All these factors should be considered when you earn a promotion and must choose a new province to govern.



V. COMBAT

As peace loving as you and your people may be, if your province is successful, it is likely to come under attack from a wide variety of enemies. To counter such threats you will have to conduct battles. In the world of Caesar II armed hostility will come in many forms, ranging from small groups of rebellious locals to fully disciplined armies of hundreds. To protect your lands, there are many things you can do. Most importantly, you must raise and organize a military force.

In order to do battle, you must first have built at least one fort on the Province Level. You must also have formed a Legion through your Centurion in the Forum.

YOUR LEGION

The term **"Legion"** describes your entire force of fighting men. You may manage your Legion in the Forum through your Centurion. Your Legion is composed of four types of soldiers: Heavy Infantry, Light Infantry, Slingers, and Auxiliaries.

Heavy Infantry are your best-trained and best-armed professional soldiers. Since they are career fighters, you will increase their ranks in your Legion by raising *monthly wages*. When you raise wages, more Heavy Infantrymen will join up, but they will not be available immediately. Heavy infantry move a bit more slowly in combat than light infantry, but they are the tougher and less prone to panic on the battlefield. They require the longest training period before they are battle-ready.

Light Infantry are your lesser soldiers. These are not professionals , but rather they are ordinary residents who have been conscripted, or drafted, into the Legion. You may raise more Light Infantrymen by raising your city's *conscription* percentage. Conscription allows you to augment your legion for free, but be careful not to conscript too many. High conscription can provoke unrest among your populace, which can lead to riots. Light Infantry also require a training period. The Centurion panel will tell you how many have completed training and are ready to fight.

Slingers are Plebs who have been assigned to Army duty through the Plebeian Tribune and trained quickly to hurl rocks with a sling. (The closer they are to their target, the deadlier they will be.) You may increase or decrease their ranks through the Plebeian Tribune, but they require a brief training period.

Auxiliaries are mercenaries from your Province who will fight in exchange for money. They may be of a variety of fighting types, including cavalry, archers, etc. The number, type, and quality of auxiliary soldiers vary from province to province, as will their wages. If you can afford them, they require no training. As soon as you hire them, they are ready to fight

for you. You have a limited number of auxiliaries per province, so use them wisely.

The Legion is divided into fighting battalions called **Cohorts**. You will have as many Cohorts as you have Forts in your Province — each time you build a fort, a new Cohort will come into existence.

Newly trained Legion forces will be divided evenly among the Legion's Cohorts, unless you adjust the recruitment rate of a Cohort individually through the Centurion (see page 72). To do so, select the Centurion from the Forum screen, and use the right and left arrows on the panel that appears to find the information display for the Cohort you would like to adjust. A control on each Cohort's display allows you to set the Cohort's recruitment rate to *Normal*, *Minor*, *Major*, or *Demobilized*.

Under the *Normal* setting, the Cohort will receive an equal number of new recruits in proportion to the other Cohorts in the Legion.

Under the *Minor* setting, the Cohort will receive a slightly lower proportion of new recruits relative to the other Cohorts; and under the *Major* setting, the Cohort receives a slightly larger proportion of new soldiers.

While a Cohort is *Demobilized*, it will receive no new recruits, all new soldiers will be divided between the mobilized Cohorts in the Legion. If the overall numbers of your Legion fall, however (if your population drops, for example), *Demobilized* Cohorts will lose soldiers along with mobilized ones.

Each Cohort will be further divided into **Centuries**. In **Caesar II**, a Century is a unit of 60 soldiers of the same type. (In Roman times, the number varied from 60 to more than 100. The word "century" means 100 in Latin, even though a century often had fewer soldiers than that.) Each Century will be represented by an icon in its Cohort's information panel. An incomplete icon represents a Century with fewer than 60 soldiers.

Each Cohort will have both a **Morale** rating and a **Battle Readiness** status.

Morale refers to the spirit and eagerness of the soldiers to fight. It is a key factor in determining how well your men will perform on the battlefield. Morale is expressed as a number between 0 (low morale) and 100 (high morale). If a Century's morale is 0, it will refuse to fight. Morale is affected by many things -- if a Cohort loses a battle, its morale will drop; if it wins a battle, its morale will rise.

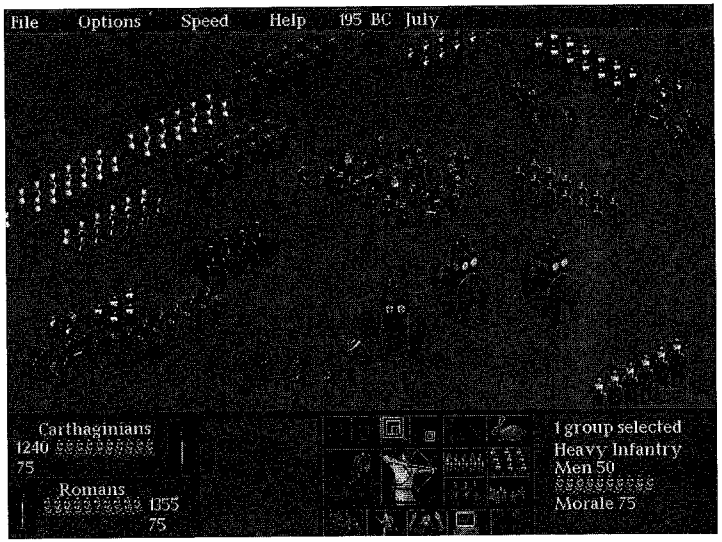
Different troop types will maintain different morale levels: Heavy Infantry, your professional soldiers, are the toughest and most battle-hardened of the lot. They are least likely to panic, and their morale will remain higher than other troop types. Light Infantry are not quite as tough. They will be a bit more likely to panic on the field. Slingers are the most unreliable soldiers in your Legion. If things go badly, they will be the first to run. The morale ratings of individual units will only appear during a battle, but are accounted for in the Cohort's overall morale.

The relative strength of the opposing armies will also influence morale. If your soldiers see that they are outnumbered, their morale will drop before the battle even begins. Likewise, if the numerical advantage is yours, the enemy's morale will drop.

Battle Readiness refers to a minimum number of soldiers (100) required before a Cohort is strong enough to act as an independent fighting unit. In other words, a Cohort will only take the initiative to attack an enemy without your orders if it has at least 100 soldiers. If a Cohort has fewer than 100 soldiers, it can still fight and win (with your orders), even though it is not considered Battle Ready.

To issue orders to a Cohort on the Province Level, use the Order Cohort button (see *Ordering Cohorts*, page 62).

THE BATTLE SCREEN (DOS)



ENEMIES

There are several varieties of armed incursion that you will have to deal with from time to time, ranging in size, ability, and objective.

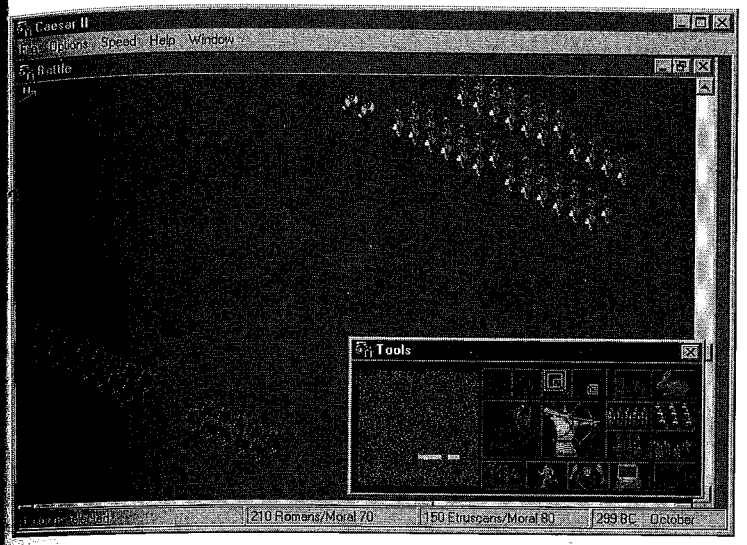
If your province contains local tribes -- bands that have not yet accepted Roman rule -- these tribes are likely to send out *local uprisings*. The size of a local uprising will depend on the size of the tribe from which it originated.

Another threat to your province's security is the *Barbarian raid*. Raiders are invaders from foreign lands who may attack and destroy provincial industries before attempting to sack your city.

Barbarians may also launch *Barbarian invasions*, which tend to be larger and more dangerous than raids.

The most extreme military threat comes in the form of an *Enemy invasion*, or a regular war. This type of attack will only appear in certain provinces, and represents a large-scale attack on the Roman Empire.

BATTLE SCREEN (WINDOWS 95)



Such a threat may come from Carthaginians, Greeks, Egyptians, and Parthians.

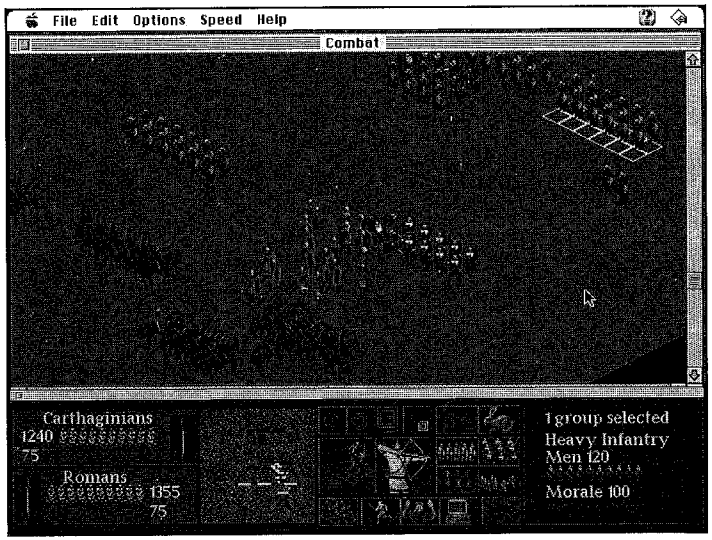
BATTLE

Any of the above threats will have to be dealt with by your Cohorts. You will be notified whenever a hostile party is spotted in or near your Provincial borders.

Battle will take place on the Province Level when you do one of two things: send a Cohort to intercept an enemy on the move, or send a Cohort to subdue a local Tribe. Before you go into battle with a tribe or an advancing enemy, query your Cohort and your enemy on the Province map to compare the two.

In addition, any Cohort that is on patrol will automatically intercept an advancing enemy, provided the Cohort is battle-ready -- in other words, provided it has at least 100 soldiers.

THE BATTLE SCREEN (MAC)



The Roman empire has many enemies, both great and small. Sooner or later, your growing province will be forced to deal with armed aggression. Be prepared.

You will encounter many varieties of enemy, including Etruscans, Dalmatians, Greeks, Huns, etc. Each tribe or nationality will have its own battle style; some will be as disciplined as your Roman soldiers, while others may take the chaotic but vicious approach. You will gain a sense of the various fighting styles with experience.

Warning: Not all enemies that look alike will fight alike!

When your force meets its enemy, a panel will appear, showing you a statistical overview of both armies and giving you the choice to either take control of the battle or to have the results calculated automatically. If you decline to take control, the computer will calculate the results instantly, based on numbers, types of soldiers, and morale, and notify you of the results.

If you choose to take control, it will be up to you to command your forces through the course of the battle:

The **Battle Screen** consists of a battlefield where the two armies face each other, and a control panel. If you are unsure of which troops are yours, just click on the soldiers' heads with your mouse. Map squares beneath your units will highlight to indicate that they are *selected*, while the squares beneath enemy units will not highlight. You may use the *Zoom* buttons on the control panel to zoom in and out for a better view of the battle field (there are two magnification levels), and you may rotate your view using the rotate arrows.

Note: When zoomed out, time is automatically paused and you cannot give orders to your troops.

An onscreen display charts the numbers and morale of both armies. The *Overview Map* shows an overall view of the battlefield, with different colored dots to represent your troops and the enemy's.

You will give orders to *units* of soldiers within your Cohort. At the start of the battle, each unit will be separated slightly from the others on the battlefield, and so will be easy to distinguish. To issue orders, you must first *select* a unit or units to command. To select a unit, just click on the top half of the unit(s). To select more than one unit at a time, click and hold your mouse button down, and drag it over the units you would like to select. Selected units will be highlighted. To deselect units, just click on any empty space on the battlefield. To select all of your troops easily, you may use the "All" button on the control panel.

An information display on the screen will display information about the selected unit(s): types of soldiers, numbers, and morale. Morale is expressed as number between 0 (low) and 100 (high). When a unit's morale hits 0, it is routed, and will not fight. You may select enemy units to display their information, but you may not select both your units and the enemy's at the same time. (***Note:*** in the Windows 95 version of the game, this information is displayed along the bar at the bottom of the battle screen.)

Any positions or formations you set *before* the action starts will happen instantly, but you may only move your troops around on your side of the battlefield.

When you are ready to begin, click on the **Stop/Go** button to start the action. You may issue orders while the battle is raging, or you may stop the action, issue orders, and then resume the action to watch the results.

Once you have selected a unit or units to command, you may issue any of the following orders:

FORMATIONS

You may order your units into a number of formations. You may want to change troop formations as the two armies move around each other. To order a unit into a new formation, select the unit, then click on the appropriate formation button, and then select a location for that formation by clicking on the battlefield.

A *Line* is a row in which each soldier faces the enemy at the start of the battle. The Line is an attack formation, i.e. troops in a line formation will have an **attack bonus** in battle. This formation is well suited for frontal attacks.

A *Column* is a row of soldiers aligned toward the enemy forces at the start of the battle. The Column is an attack formation, i.e. troops in a Column formation will have an attack **bonus** in battle. The Column formation is well suited for attacking an enemy's flank.

A *Tortoise* is an exclusively Roman formation in which all the troops on the outside of a rectangle use their shields to form a protective wall for the whole unit. The tortoise is a defensive formation, i.e. troops in this formation will have a **defend bonus** in battle. You may want to employ the tortoise

formation when attacking enemy missiles troops -- soldiers in this formation will receive far less hits from archers or slingers than soldiers in other formations.

OTHER ORDERS:

If you issue the *Pursue* command, the selected unit(s) will break formation and attack the nearest enemies. This tactic may be helpful in "mopping up" remaining enemy soldiers after a successful attack, but remember: as soon as your men break formation, they become more vulnerable.

Move: To issue a movement command, select a unit or units, and then click on the *Move* button. Your mouse pointer will now control a marker showing the units' destination. Place the destination indicator on the battlefield where you would like the selected troops to go, and click to set the destination. You will not be able to set a destination on any spot that is already occupied by troops.

Aim: If you have missile troops (Slingers, Archers, etc.), use the *Aim* command to order them to fire. Just select the missile unit(s), select the *Aim* button, and then click on the battlefield where you would like the forces to fire. When the action resumes, you will see your missiles flying through the air, and (hopefully) striking their targets. All missile-bearing troops have limited firing ranges.

The other buttons available in the Battle Screen are as follows:

Turbo: The Turbo button switches the speed of the action between two modes. The quick mode speeds up the action, but may diminish the quality of the battle animations. Use it to speed through a battle if you're in a hurry.

Select All: This button allows you to select all of your forces with a single mouse click.

Retreat: Select retreat to withdraw your forces from the battle. They will disperse and regroup at their fort. This will be a serious blow to morale, but may allow your troops to fight again another day.

Surrender: If you surrender, your troops will be entirely at the mercy of the enemy.

Auto: Select this button if you would like to give up control of the battle, and have its results calculated automatically for the remaining forces.

Help: Select the Help button for instructions on how the battle screen works.

VI. APPENDIX

WHAT TO DO IN CASE OF...

CITY LEVEL

Fire! — After a fire has broken out, there is little you can do, directly, to stop it. That is up to your *Vigiles*, the little watchmen that come from Praefectures and patrol the city. As soon as they find the fire, assuming they have road access to it, they will do their best to put it out. It is not your job to deal with fire on a case-by-case basis. Rather, it is your job to make sure your city has enough *Praefectures*, and enough Plebs on fire prevention duty to prevent fires, or to catch and extinguish them when they occur.

Disease — If disease hits your city, there is a good possibility that you have insufficient Bath Houses or Hospitals. If disease does break out, the only way to stop it from spreading is to destroy any and all affected homes. It seems cruel, but it's the only way. Then check your illness levels and Hospital coverage, and add Baths and/or Hospitals if you need them.

Riots — Again, you cannot do much once a riot breaks out. At that point it is up to your soldiers and vigiles to stop it. What you can do is make sure riots don't happen, by keeping the level of *Unrest* down in your city. Riots can be encouraged by: high taxes, high conscription rates, and inherently hostile provinces. Make sure your security is adequate by building Praefectures and Barracks.

Robbery — To prevent robberies, make sure you have enough Shrines, Temples, and Basilicas to store all of your *Denarii*. Also, make sure these buildings are well protected by Praefectures and Barracks. Maintaining a high level of internal security can prevent robberies.

Request for Goods — If the Emperor requests goods, do

whatever you can to provide them. This could mean building a farm, mine, trading post, or any other structure to get the goods. If you fail, it could cost you everything! If you know that it will be a while before you can fulfill the Emperor's request, then sending him a generous "gift" through the Advisor from Rome may help delay his wrath. In any case, do whatever you can to satisfy the Emperor as quickly as you can.

Barbarians — You *must* stop barbarians and other enemies on the Province Level, before they enter your city. You cannot send Cohorts into your city. Once barbarians get in, it is up to your soldiers and vigiles to deal with them. All you can do is build enough Barracks, Towers, Walls, and Praefectures to be able to repel an invasion if it does occur.

You can get some information about enemy armies (Army type & size) by clicking on them with the Query function.

In a City-Building-Only game, barbarians and enemies will show up from time to time, with a frequency based on the skill level you have set. You will need to prepare your city to deal with them.

PROVINCE LEVEL

Hostile Troop Movement — If you see a band of Raiders, Rebels, or Invaders moving in your Province, send a Cohort out to stop it. Send a Cohort that is adequate in number, skill, and morale to beat the enemy in battle. It is very important that you prevent enemies from entering your city. If Barbarians enter your city, there is little you can do. At this point, it is up to your city's soldiers and vigiles to find and kill the invaders. This is why a strong provincial military, and/or provincial walls are important. In addition, swift defeat of hostile forces will raise your Peace rating.

Promotion — If a promotion is offered, you do not *have* to take it. You may elect to continue with your current City and Province indefinitely. If you *do* accept a promotion, you will be prompted to select your new Province from among those adjacent to the Empire's current boundaries. When you arrive in a new province, you will take with you as

personal money you have saved.

Town Captured — If a Roman Town is overrun by a band of Raiders, it will become a *Tribe*, which means that it resists Roman rule. In this instance, you should treat it as you would any other tribe — send a Cohort out to subdue it.

Destruction — Some enemies will destroy industrial sites within your province. If this happens, you will have to rebuild them from the ground up. You should try to stop enemies, by wall or by Cohort, before they can get to a site.

THE ULTIMATE CHALLENGE

The further you expand your rule, the more challenging the game will become. The title of Emperor will be yours after your Empire includes all of the lands that were historically part of Rome. After that, you may elect to take on the "ultimate challenge:" to conquer lands that the Romans themselves were never able to tame. These eight northern lands will be extremely difficult, and are designed only for the "hard-core" Caesar II player. You must play at least at **Normal** skill level in order to reach these provinces.

STRATEGY HINTS & TIPS

In Caesar II, your overall goal is to be promoted. You will care for the well-being of your City and Province, and you will want to make lots of Denarii, but your true aim is to be assigned to greater, more prestigious, and more challenging provinces. Pay close attention to your ratings, and compare them with the minimum ratings required for your next promotion.

Maintaining a healthy economy is the key to achieving the required ratings and winning the game. The following guidelines should help you to keep your administration strong:

* ***Develop your housing.*** High-quality housing provides more tax income, is less prone to unrest, has a greater population density, and increases land values. Work to create the best environment and the highest land values for your housing. Remember that the population tax rate you set is the percentage of each citizen's income that is collected by you. Residents of high quality houses have higher incomes, and will pay more taxes.

* ***Build strong businesses.*** Industrial tax is an important source of municipal income, and businesses are necessary to keep your population employed. Industrial taxes are paid as a percentage of what is produced in your city, which is represented by the jars in front of each city business.

* ***Keep your citizens happy.*** Avoid over-taxing and over-conscription, and make sure there are enough jobs to go around. Unrest leads to riots, which can do serious damage — avoid them at all costs. And remember, your population has a memory — unwise decisions may have repercussions far into the future!

A strong economy will naturally enhance the other aspects of city and province management. It will allow you to build a stronger military, a more extensive road network, and more cultural luxuries for your citizens. If your lands are wealthy, powerful, and peaceful, you are on your way to the Emperor's throne. Good Luck!

General Strategies

Please consult the Tips sections of each feature or structure (accessed through the Query panel) for strategy tips specific to each feature.

* Start your city close to the river; it will be cheaper to supply with water, and to defend with walls (as a river without bridges cannot be crossed by enemies).

* Try to arrange housing blocks and the structures that they need so that multiple blocks can take advantage of the same structures.

* Don't expand too quickly; you have a limited treasury at the start of the city, and you should concentrate on spending it to build housing and population that can generate MORE Denarii.

* Don't try to always cram buildings into the smallest space possible. Leave room for the larger Forums, more expensive forms of Entertainment, and other structures that you can build later in the game. In the meantime, you can fill these spaces with gardens to increase land values.

* Strive for an even balance of successful housing and income. You can get a fair amount of money from either of them, but high ratings require you to have a good mix of both.

* Invaders and Raiders always come at a province from its neighboring regions, which can be either provinces or distant lands outside the Empire. If you know of a province that is likely to suffer from raids and invasions from many sides, try conquering its neighbors BEFORE taking it on.

* Try not to send "gifts" to the Emperor unless you are in an emergency situation (such as needing to delay his requests

for goods, because you don't have them yet), or unless you have plenty of savings. Once you start bribing the Emperor, he will expect you to keep it up.

* When you're doing well, be sure to increase your salary. That way, you'll be able to use the profits of one province to help fund the beginnings of another one. When playing at the harder difficulty levels, this will be a key to your success.

* Build a Legion right away. It will take a while for your troops to become trained and ready for battle, and you will surely need protection sooner or later.

* During combat, set your troops' formations and positions at the start of a battle to gain a tactical advantage over the enemy. Use the correct formation for the task at hand: a line for frontal assaults, a column for flanking maneuvers, and a tortoise formation for attacking missile troops.

  Keep your men in their formations until you are sure you have the upper hand, then issue the *pursue* command. When your men are in pursuit,they break formation and are more vulnerable to counterattack.

DESIGNERS' NOTES

The product you now hold in your hands may seem like an obvious extension to our original *Caesar*, but you'd probably be surprised by the heartache and twists and turns we went through to get it to where it is!

One of the hard parts about designing a sequel to a very popular game is deciding what to change. Change too much, and we might lose the magic of the original; change too little, and we don't really offer value to you, our customer. There were some things which were easy to decide — we were frustrated by the original interface, so that had to go; SVGA was now possible, and enabled us to produce the spectacular graphics before you today, so that, too, was easy. We also wanted to make the game easier to pick up, with a "gently" rising difficulty curve that provides a steady challenge right through to the end. That was the easy part.

The combat in the original *Caesar* was designed to be a very simple, quick-to-play element, with added links to the miniatures-game *Cohort II* for those that wanted more detail. Unfortunately, *Cohort II* was not as strong a game as it might have been, and didn't provide those "battle-hungry" customers with the food they sought. So *Caesar II* had to improve on that. The question was — how? We really wanted to focus on enhancing the game's city level, so to put too much into the combat section would have made *Caesar II* a different product. This became even tougher when the combat came together so well, particularly in terms of its graphics. Many ideas were generated and put aside — possibly for future games — in the interest of focus!

The other major challenge was to enhance the province level. In response both to user feedback and internal sentiment, we wanted to better integrate the province level with your city. A large part of what *Caesar* added to the city-building genre was its environment, and we wanted to enrich that so that different provinces made greater differences to how people play the game. The resource model you will face in *Caesar II* is the result of much deliberation — and concerns lest we make the game too complex. We don't want you to have to spend too much time on the province level... just enough.

And as always, the hard question to answer is "where do you draw the line?" We are happy with the resulting product — much more so, in fact, than we were with the original. I hope you agree.

David Lester
Cambridge, MA
August, 1995

We like to think of all the games we do as team efforts, where everyone involved in the project can give their input into how the final result will turn out. More than that, the original *Caesar* was fondly remembered by many people at Impressions, so we were pleased to receive a special level of interest and enthusiasm from all areas of our ever-expanding team. This excitement for the project (as well as the many suggestions for refinements and enhancements that came with it) inspired us to work even harder on the final result. Thanks, guys.

The *Caesar II* team would also like to thank all of the spouses, significant others, family members and so on who helped keep us sane while this project came together.

Chris Foster
Cambridge, MA
August, 1995

KEYBOARD COMMANDS

A mouse is required to play **Caesar II**, but some commands also have keyboard equivalents that you may find more convenient to use.

COMMANDS FOR ALL VERSIONS

= or + or + (keypad)	Zoom in, centered on current point (City, Province, or Battle)
- or - (keypad)	Zoom out (City, Province, or Battle)
3	Go to Furthest Zoom level (City, Province, or Battle)
2	Go to Medium Zoom level (City, Province), or closest level (Battle).
1	Go to Closest Zoom level (City, Province)
<	Rotate counter-clockwise
>	Rotate clockwise
<spacebar>	Cancel current building activity (useful for roads, aqueducts etc.)
F1	Go to City Level
F2 or F	Go to Forum
F3	Go to Province Level
F4	Load game
F5	Save game
P	Pause Game
Y	Yes (for Yes/No panels)
N	No (for Yes/No panels)
Esc	Exit current screen/panel/menu
A	Accelerate Time
C	View Census Panel

COMMANDS FOR WINDOWS 95 ONLY

CTRL-F	Enter Place Flag mode
CTRL-F1	Go to Next City Level Flag
CTRL-F3	Go to Next Province Level Flag
CTRL-D	Go to Danger Spot

COMMANDS FOR MACINTOSH ONLY

Option-F	Enter Place Flag mode
Option-F1	Go to next City Level Flag
Option-F3	Go to next Province Level Flag
Option-D	Go to Danger Spot
HELP or CMD-H	Toggle Balloon Help

COMMANDS FOR DOS ONLY

ALT-F	Enter Place Flag mode
ALT-F1	Go to Next City Level Flag
ALT-F3	Go to Next Province Level Flag
ALT-D	Go to Danger Spot

REFERENCE

Housing will develop or decline along with rising or falling land values. Development levels for housing are listed, from low to high, below:

HOUSING:

One Hut
Two Huts
Three Huts
Communal Huts
Large Communal Hut
Primitive House
Simple House
Small House
Average House
Improved House
Large House
Grand House
Primitive Insula
Simple Insula
Small Insula
Average Insula
Improved Insula
Large Insula
Grand Insula
Imperial Insula
Simple Domus
Small Domus
Average Domus
Improved Domus
Large Domus
Grand Domus
Simple Villa
Small Villa
Improved Villa
Grand Villa
Small Palace
Large Palace

WATER:

Wells and fountains will develop through the following levels:

Wells:

Simple Well
Maintained Well
Large Well
Grand Well

Fountains:

Simple Fountain
Maintained Fountain
Large Fountain
Grand Fountain

CITY BUSINESS TYPES:

Below is a list of each business type that may be available in your city. Next to each listing is the raw material that the business needs from a provincial or trade source in order to operate:

Bakery (wheat)
Winery (grapes)
Butcher (cattle)
Tailor (wool)
Jeweler (gems)
Lead Works (lead)
Iron Works (iron)
Copper Works (copper)
Pottery Works (clay)
Glass Works (sand)
Marble Works (marble)
Stone Works (stone)
Silk Dealer (silk)
Spice Dealer (spices)
Ivory Dealer (ivory)
Fish Monger (fish)

WALKERS

The following types of people will walk about your cities for the following reasons:

- **Forum Clerks** come from Forums, and walk around collecting taxes.
- **Market Traders** come from Markets and walk around to find customers.
- **Enemies** comes from outside the city. and will try to destroy the city and depose you.

- **Soldiers** come from Barracks and Towers, and provide security and fight any enemies that may get into the city.
- **Vigiles** come from Praefectures, and provide security and watch for and extinguish fires.
- **Workers** come from businesses, and find the labor force for their businesses among nearby housing.
- **Rioters** rise up from within your city and will encourage unrest and try to depose you one brick at a time.

BARBARIAN TRIBES:

Tribes on the province level will resist Roman rule. Tribes will appear in the following varieties, increasing in size and strength respectively:

Weak Tribe
Local Tribe
Strong Tribe
Powerful Tribe

TECHNICAL TIPS

We have found that many of the common problems our customers experience with their machines have simple answers. If you are experiencing one of the problems listed below, please try the solution(s) provided before searching elsewhere for answers.

DOS TIPS

1. WHY DOES IT SAY "NOT ENOUGH MEMORY" WHEN I TYPE THE GAME COMMAND?

This game is a protected mode program which may be incompatible with some of the other programs that load into your machine when it boots up, including memory managers.

There are three ways to deal with this:

A) Press down and hold the <F5> key as soon as you see the words "Starting MS-DOS" when starting or restarting your machine. This will bypass your configuration files, so that you won't be loading in the things that you don't need. If you use this approach, you will need to manually load your mouse driver and, if necessary, your VESA driver (see below); manual loading is usually a simple matter of finding the device driver(s) and typing their name(s).

B) Make a game/boot disk according to the instructions in the "How do I make a game/boot disk" section below.

C) If you are comfortable with editing your configuration files, edit your config.sys file to create a boot configuration that disables references to all memory managers, such as HIMEM.SYS, EMM386.EXE, QEMM, 386Max, etc. as well as disk cacheing programs such as SMARTDRV.EXE or Opticache and anything else you don't explicitly need to run the game. Edit your AUTOEXEC.BAT to create a configuration path that removes references to disk caches and all other TSRs

beside your mouse driver and, if necessary, your VESA driver.

2. WHAT IS A VESA DRIVER?

To access the extended VGA mode used by the game, you may need to load a VESA graphics driver to enhance the functionality of your video card. Consult the manual of your video card to find out whether or not you need to run such a driver, what the name of the driver is and the location of it on your hard disk or on a floppy.

3. WHY DOESN'T MY MOUSE WORK?

If your mouse does not work at all:

-Is the mouse installed for DOS? Windows uses its own drivers, and therefore works without a properly installed DOS mouse driver; For this reason, you cannot assume that because a mouse works with a Windows system that a mouse driver for DOS programs is currently installed.

To find out whether or not such a driver is installed: -enter a DOS application that supports a mouse, such as the EDIT utility (DOS 5.0 or later) or a DOS word processor (or anything else, besides Windows, that loads from the DOS prompt and uses a mouse). If the mouse does not respond at all in such a program, then the DOS driver is not properly loaded. Check the disk or manual that came with your mouse for instructions on how to install it.

If the mouse works sporadically (jumping around, not clicking properly, etc.):

-You may not have a 100% Microsoft compatible mouse driver (this has nothing to do with hardware, only software). Check your hard disk for a file called MOUSE.COM, as some upgrade versions of DOS include this Microsoft mouse driver (type "dir mouse.com /s<enter>" at the C:\ root directory prompt). If not already on your system, such a driver can be obtained from either the vendor or manufacturer of your computer or mouse.

4. HOW DO I MAKE A GAME/BOOT DISK? (for CD-ROM)

Format a floppy disk in drive A: by placing a blank disk into A: and typing "FORMAT A: /S"; follow the instructions onscreen; if an error message is encountered, be sure the disk is the correct density for the drive (high density is necessary for current machines). If further errors are encountered, try another disk. Leave the formatted floppy in drive A:.

At the DOS prompt, type "C:" then press the <enter> key, then type "CD \" and again hit the <enter> key (assume when the following text says "<enter>" that you should hit this key). The prompt should now read: "C:\>".

Start your text editor by typing "EDIT C:\CONFIG.SYS<enter>" (the example used in this case is the MS-DOS EDIT utility that comes with MS-DOS 5.0 or later; the command to run the editor and the commands to save and exit may be different depending on what program you use, the important thing is to open the editor with the file named after the example EDIT command). You should now see the editor screen, which is a blue screen that says "FILE EDIT SEARCH OPTIONS" in the upper left corner of the screen. "CONFIG.SYS" should be displayed in the center top of the screen.

Find the line in the file that loads in your CD-ROM device driver. It probably starts with something like:
"DEVICEHIGH=C:\CDSTUFF\MYCD.SYS" (this will not be the actual name of the path and filename, you need to either figure these things out or consult the technician or documentation for your CD drive to find the name and syntax of this device driver) and may include more text on the line. Copy the whole line down on a piece of paper, including any other text that comes after the .SYS filename; if possible, print the file out and underline the appropriate text. Exit out of the EDIT utility (you can do this by holding down the <alt> key and typing "f", then when the file menu drops down, type "x" or, if your mouse is working, just click on "File" in the upper left hand corner, and then "Exit" in the file menu).

Now open your AUTOEXEC.BAT file, by typing "EDIT C:\AUTOEXEC.BAT<enter>".

Find the line in the AUTOEXEC.BAT file that contains the following letters "MSCDEX"; Again there will probably be more information on the line than just the program location and name. Either write it down, letter for letter, or print it out. Exit the editor and return to DOS.

You must copy your DOS mouse driver and, if necessary, your VESA graphics driver to the boot disk (in drive A:); these drivers might be found either on your hard drive or on floppy disks that came with your system for the mouse and video card respectively. The mouse driver may be called MOUSE.COM, MOUSE.EXE or MOUSE.SYS or something similar, and the VESA driver, may be called VESA.COM or VESA.EXE or something similar. If you do not know how to copy files, consult your DOS manual.

Change the current drive to drive A: by typing "A: <enter>". The prompt should now look like: "A:\>". Open your editor by typing "EDIT A:\CONFIG.SYS". Type in the following file ignoring the stuff between parentheses ("(" and ")"):

DEVICE=C:\CDSTUFF\MYCD.SYS /D:drivername

(Replace this line with whatever the CD-ROM driver line is in your C:\CONFIG.SYS file and remember to include all the information that comes AFTER the SYS filename on the line. If any other information is found between the "DEVICEHIGH" and the "=", it should be ignored; you may not encounter this, so don't worry if you don't.)

(If your mouse driver is a *.sys file, enter the following line as well:)

DEVICE=A:\MOUSE.SYS

(remember to alter the filename according to the specific filename of your mouse driver)

If the hard drive is configured with auto-compression software, such as Stacker or DoubleSpace, refer to that package's manual for instructions on loading the driver and include the appropriate line before the CD driver in this file.

Once the CONFIG.SYS file is finished, save it and exit the editor. (To save a file in the MS-DOS editor, either use the mouse, if working, to choose the "File" menu, then "Save", or hold down the <alt> key, type "f" to drop the menu, then "s" to choose "Save").

Start up the editor again from the A: drive by typing: "EDIT A:\AUTOEXEC.BAT". Type in the following file:

PROMPT PG

PATH C:\DOS

C:\DOS\MSCDEX.EXE /D:drivername

(you must remember to change the driver name according to the one you wrote down from your C:AUTOEXEC.BAT file, and include all the other letters and numbers that come after it on this line)

(if your mouse driver is a *.COM or *.EXE file, enter it here:)

C:\MOUSE\MOUSE.COM

(alter this line depending on the path and name of your mouse driver *.COM or *.EXE file. Refer to the following section on "Why doesn't my mouse work?" for more information.)

C:

Save the file and exit the editor.

To boot from this floppy disk, leave it in drive A: and restart the computer. Change to the directory that holds the game, then type in the command appropriate to run the program (then have fun).

5. HOW DO I SET UP MY SOUND CARD?

Setting sound card parameters:

Caesar II includes an auto detection program that should set up your sound system upon installation. If you encounter problems with this auto detection, consult the following section.

To use a sound card with a program, it is sometimes necessary to set a number of parameters using the setup utility located in the game directory.

The significant values are the I/O Address, the Interrupt Request Channel (IRQ) and the Direct Memory Access (DMA) values of the relevant sound card. Boot from your hard drive (ie. without a special boot disk) and type "SET<enter>" and look for a line that begins with "BLASTER=" followed by a sequence of letter/number combinations including: Annn, In, Dn (where n represents a numerical digit); Annn is the address, In is the IRQ and Dn is the DMA value.

The setup program allows for specification of the type of sound card as well as the Address, IRQ and DMA values of the installed card; If any of these are incorrectly set, sound will not work with the program.

If no BLASTER variable is found from SET, consult either the sound card manual or the technician who installed the device to obtain the Address, IRQ and DMA values.

Sound card emulation:

If you are using a card that is not listed as an option in the setup program, it probably emulates something else. It is usually a good idea to use the oldest version of whatever card your system is emulating (ie. choose SoundBlaster over SoundBlaster pro), as the older cards are usually better documented so that emulation of those works better.

6. WHY IS MY CD-ROM GAME RUNNING SO SLOWLY?

CD-ROM drives are much slower than hard drives. When running a program from a CD-ROM, if you don't run a disk caching utility, the program will probably run slowly. A disk cache program sits between the physical disk drive and the program, reserving an area of memory that stores the information most recently read from, or sometimes written to, the drive. This speeds the system by keeping data, that a program might need to look at more than once, in memory instead of on the disk; for a computer, looking at memory is much faster than looking at the disk.

The problem with this for protected mode programs is that disk cache programs take up much needed RAM. Unless you have 8 or more megabytes of system RAM, you will probably run into memory problems when running a protected mode program with a disk cache.

Some CD drives come packaged with caching software, but the most common such utility is MS-DOS Smartdrive (C:\DOS\SMARTDRV.EXE), which also caches other disk drives. All versions of Smartdrive that come with or after MS-DOS version 6.2 (file date 9/30/93) can cache CD-ROM disks.

MSCDEX (C:\DOS\MSCDEX.EXE) is a program that comes with DOS and is packaged with some CD-interface or drive hardware. Along with a properly loaded CD-ROM device driver, it lets DOS see the CD as a disk drive; without MSCDEX, you cannot access a CD-ROM drive through DOS or Windows.

To make sure Smartdrive and MSCDEX are set up properly, check your AUTOEXEC.BAT file. So long as your CD drive has been properly installed, there should be a line that loads in MSCDEX and possibly a line that loads in Smartdrive, or some other cache program that might have come with your drive. Make sure the line that loads in the caching program comes after the line that loads in MSCDEX; if you don't do this, the caching software will not work.

The line in the AUTOEXEC.BAT file that loads MSCDEX looks something like: "C:\DOS\MSCDEX...", and usually includes other

things after the "MSCDEX" such as the DOS name of the CD device and a number of other things; assume all these things after the "MSCDEX" are necessary if you are going to cut and paste between configuration files. The line that loads in Smartdrive should look something like: "C:\DOS\SMARTDRV.EXE".

7. MEMORY MANAGERS

Memory Managers like HIMEM.SYS, EMM386.EXE, QEMM, and 386Max are not needed by this program. They may cause conflicts with the Protected Mode Runtime program. If you experience any problems running this program, we ask that you disable any Memory Managers and then try loading the game again.

WINDOWS 95 TIPS

Why doesn't my sound work?

Sound hardware, usually a card of some kind, is required for sound to work in the game. If you hear sounds in other places in Windows, but not in the game, it is possible that there is a conflict of resources, where some other program that is running is controlling the card. Make sure the game is the only program running (hold down the <Ctrl> and the <Esc> keys, or check the Windows 95 task bar to see the currently running programs). Make sure your sound drivers are properly installed. If you have an older configuration, contact the manufacturer of your card for the latest sound drivers.

General problems

Make sure the game is the only program running (hold down the <Ctrl> and the <Esc> keys, or check the Windows 95 task bar to get a list of currently running programs) as things like screen savers and runtime virus checkers can sometimes cause problems with other programs running at the same time.

Graphics seem to be in wrong color

This game was designed to run in 256 color mode. Please

make sure that your display is set to this number of colors. In Windows 95 please do the following: Close any running applications, and left click on the Icon that says, "My Computer", (unless you have renamed it, it which case click on this icon instead.) Then click on the Control Panel folder, followed by the small picture of the monitor marked "Display." Select the tab marked Settings, and move the slider bar under Color Palette to 256.

Memory Requirements: This game is designed to run on a machine that has at least 8 megabytes of system RAM installed. If you experience errors that say "Out of memory" or "General Protection Fault", check to see if you have any other programs running, by looking at the Windows 95 task bar. If your task bar is not visible, you can display it by holding down the <Ctrl> and <Esc> keys at the same time. If you see anything other than the game, choose that item in the list and close the corresponding program.

When things aren't working:

1. *Is my video card set to a standard 256 color mode?*

"Video mode" refers to the number of pixels displayed on the monitor along with the number of colors each pixel can represent. This game requires a 640x480 pixel 256 color, or better, display mode. If the video mode has greater than 256 colors, you may experience some slowdown in performance, but otherwise it should work fine.

To find out what video mode your machine is using:

Go to the Display option in your Control Panel (see above), and select "Settings." This window will tell you your current Windows settings. On most systems, this entry will indicate the resolution as something like "640x480" (this indicates 640 by 480 pixels), and the display as something like 256 colors.

If the "Settings" panel does not clearly state how many colors are being used, consult the documentation for your computer to find out how video resolution can be changed; this should give you some indication of how to find out what mode your machine is currently using. Sometimes a "Set Resolution" utility can be found that might give a

push button interface to the whole process of display management. If necessary, call the company that sold you your computer (a list of computer manufacturers is included later in this document) to find out this information.

2. *How do I change the video mode to 256 colors?*

This game was designed to run in 256 color mode. Please make sure that your display is set to this number of colors. To change your video mode in Windows 95, please do the following: Close any running applications, and left click on the Icon that says, "My Computer", (unless you have renamed it, it which case click on this icon instead.) Then click on the Control Panel folder, followed by the small picture of the monitor marked "Display." Select the tab marked Settings, and move the slider bar under Color Palette to 256.

MACINTOSH TIPS

1. I've noticed strange behaviors or crashing while playing games, what should I do?

Check the ReadMe file included with Caesar II for the latest information about compatibility issues. If you do not find anything applicable, you might be experiencing an Extension conflict. There are many third party Extensions that do not properly work with Macintosh systems, which can cause any number of problems. To check, go to Control Panels, located in the Apple Menu, and select Extensions Monitor. Select "All Extensions off", then click on "Apple CD-ROM" so that it has a check mark next to it. Close Extensions Manager and reboot your Mac. Launch Caesar II and see if the problem still happens. If it does not, then one of the Extensions you disabled is interfering with Caesar II. In this case you will have to figure out which one (see your user manual for details on "Extensions Conflicts"). If the problem persists, contact Sierra tech support.

2. The game animation is slow and the interface unresponsive, how can I speed things up?

We feel that Caesar II works acceptably well on 68040 machines and fast on any PowerPC Macintosh. If your Mac does not have at least 16MB of hardware RAM (not Virtual Memory or other software RAM enhancements) Caesar II might not be getting all the memory it needs. If you are playing Caesar II on a machine with less than 16MB of RAM, make sure you quit all other applications before launching Caesar II. If memory problems persist, read your Macintosh user manual for information on how to manage low memory conditions. In general, quit all other applications, boot with a minimum number of Extensions, or upgrade your system to 16MB. Reducing the size of windows will also reduce Caesar II's memory usage and speed up the game.

STILL HAVING PROBLEMS? BEFORE YOU CALL...

In order to allow us to help you more effectively, please try to follow the suggestions below before you call for help. This will assist us in finding the answer to your problem as quickly as possible, so that you can begin playing and enjoying your new game.

Much of the information below applies to DOS users only. If you are using a Macintosh, you may find information about your system by clicking on *About this Macintosh* under the *Apple* menu in the *Finder*. If you are using Windows 95, you may find such information by clicking on the *System* icon in their Control Panel.

1. *(DOS USERS)* READ AT LEAST THE FIRST FEW CHAPTERS OF YOUR DOS MANUAL.

The more you know about the operating system that your machine is running, the easier it will be for any technical support to help you solve any problems. You should at least be familiar with how DOS commands work, what disk files and directories are, and what utilities are available on your machine for editing text files.

2. *(DOS USERS)* FIND OUT AS MUCH AS POSSIBLE ABOUT HOW YOUR MACHINE IS CONFIGURED.

What version of what brand operating system is running on the machine? (At the command prompt, type "VER" and hit enter to find out what version of DOS is running) What kind of chip is running your machine? ('486? '386? '286? 8086?) How much memory is in the system? How much conventional memory is free? How much hard disk space is free? What kind of video card is in your machine? (SVGA? VGA? EGA? Brand name?) What kind of sound card, if any, is in your system? Do you have a CD-ROM drive? Are you using Stacker, Doublespace or some other kind of disk compression? Are you using QEMM or some other third party memory manager? If Windows 3.1 is installed on the machine, you can run Microsoft Diagnostics to find out some of these things, if you do not already know about them (type "MSD", then hit <enter> at the command prompt). If necessary, call whomever it was that originally configured your system to answer these questions. It's also a good idea to print out your CONFIG.SYS and AUTOEXEC.BAT files (usually in the root directory of C:) and keep the printouts handy.

3. SET UP THE COMPUTER NEAR THE PHONE WITH THE PROGRAM INSTALLED ON THE HARD DRIVE.

It is very difficult for technical support to troubleshoot a computer problem over the phone without having access to the machine in question while it is running. If this is not an option, list every detail about the occurrence of the problem, including all pertinent system configuration information (such as that described in the previous paragraph), and keep this list handy when calling tech support.

4. *(DOS USERS)* DEFRAG YOUR HARD DISK.

Non-contiguous files on a hard disk can sometimes cause strange and mysterious things to occur. While in the game directory, type "CHKDSK *.*", then hit <enter> at the DOS prompt to find out if all the game files are contiguous or not. A hard disk can be defragmented, or defragged, by using a disk utility program such as SPEEDISK, which is packaged with Norton Utilities, or DEFRAG, a program included with MS-DOS version 6.0 or above. This reorders disk space, making stored files contiguous. If a hard drive has not been defragged for more than a month, and has been used even moderately, it is likely that many of the files on the disk have become noncontiguous.

5. CHECK FOR VIRUSES.

Viruses can mess up even the most carefully configured system. Use a memory-resident virus checker (such as VSAFE, a utility that comes with MS-DOS version 6.0 and above) whenever you insert new disks into your machine, and run an anti-virus utility (such as MSAV, another utility that comes with MS-DOS v.6.0 and above) before you call.

TECHNICAL SUPPORT

System Configuration or installation problems may cause any one of a number of different error conditions. Refer to the README file in the game directory for information on error messages and possible solutions.

Direct your inquiries to the Technical Support Department if your question is about hardware and software compatibility specific to Sierra games (i.e., sound card configuration and memory management).

Technical assistance is available by phone, fax, or mail. In the U.S., Sierra's Automated Technical Support line operates 24 hours a day:

Automated Technical Support Line: (206) 644-4343

United States:

Sierra On-Line
Technical Support
P.O. Box 85006
Bellevue, WA 98015-8506

Main: (206) 644-4343
Fax: (206) 644-7697
8:15 a.m. - 4:45 p.m. PST
Monday - Friday

United Kingdom:

Sierra On-Line Limited
4 Brewery Court
The Old Brewery
Theale, Reading, Berkshire
RG7 5AJ United Kingdom

Main: (44) 1-734-303-171
Fax: (44) 1-734-303-362
9:00 a.m. - 5:00 p.m.
Monday - Friday

France:

Parc Tertaire de Meudon
Immeuble "Le Newton"
25 rue Jeanne Braconnier
92366 Meudon La Forêt Cedex
France

Main: (33) 1-46-01-46-50
Fax: (33) 1-46-30-00-65
(7 jours sur 7 de 9h à 21h)

Germany:

Sierra Coktel Deutschland
Robert-Bosch-Str. 32
D-63303 Dreieich
Germany

Main: (+49) 0-6103-99 40 40
Fax: (+49) 0-6103-99 40 35
Mailbox: (+49) 0-6103-99 40 41
(Montag bis Freitag von 9-19h)

Spain:

Coktel Educative Multimedia
C/Tomas Redondo, 1-1° F
Edificio Luarca
28033 Madrid
Spain

Main: (34)-1-764-39-69
Fax: (34)-1-381-08-39
(lunes a viernes de 9h30 a 14h y de 15h a 18h30)

If you choose to write or fax us with your request, please give detailed information on both your computer system and the nature of your problem. Include your address and telephone number in case we need additional information.

Sierra Technical Support is also available through:
Sierra UK BBS: (44) 1-734-30-4227
Compuserve: GO SIERRA
Prodigy: (Technical Support ID - WBWW55A)
America On-Line: Keyword Sierra
Internet: http://www.sierra.com

Call Sierra's own BBS with your computer modem and browse our technical knowledge database, get game hints online or download game patches and other files. You'll find the answers to the most commonly asked questions by selecting index choice #8 from the Main Menu. Set your communications program to 8 data bits, 1 stop bit, no parity. (8-1-N).

CUSTOMER SERVICE

Direct Sales

For direct sales information:

United States:
Sierra On-Line Direct Sales
P.O. Box 3404
Salinas, CA 93912-3404
Main: (800) 757-7707 24 hours a day, 7 days a week
Fax: (408) 644-2018

Disk and Documentation Replacement and Returns:

Disk/Doco Replacement
Sierra On-Line fulfillment
P.O. Box 485
Coarsegold CA 93614

Product Returns:
Sierra On-Line Returns
P.O. Box 485
Coarsegold CA 93614

Hint Line

For just 75 cents a minute (U.S.), you can get game hints to get you out of a jam. You must be at least 18 years of age or have your parents permission to use this service. The Hint Line phone numbers are:

United States:
(900) 370-5583

Canada:
(900) 451-3356 ($1.25 per minute)

United Kingdom:
(0) 8-91-66-0660

France:
36-68-46-50

Spain:
(34)-1-764-39-69

Or, you can order most Sierra Hint Books for just $9.95 to $14.95 each (plus shipping) by calling Sierra's Direct Sales during regular Pacific

Standard Time business hours. You can also find Hint Books at better software retailers and select bookstores.

Sierra Hint Books offer you a complete guide for the total Sierra game playing experience. You'll find out how to get the most out of your game. You'll find clues, tips, and inside information with which to expand your game enjoyment and experience.

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INDEX

A

Advisor from Rome,75
Annual Tribute, 75-76, 79
Aqueducts, 37
Arenas, 45
Auxiliaries, 83

B

Barbarians, 39
Barbarians and other enemies, 66, 86, 94
Barracks, 25, 33, 39, 52, 55
Basics, the, 11
Bath Houses, 33, 44, 71
Battle, 87
Battle Readiness, 85
Battle Screen, 89
Bridges, 34
Building structures, 32
Businesses, 41, 52

C

Campaign mode, 19
Centurion, 74, 84
Circuses, 46
City building only mode, 20
City Level, 17, 24
Clearing Land, 32
Cohorts, 74, 87
    ordering, 64
Color Overlay Map, 26, 36
Combat, 82
Concepts, 48
Conscription, 55, 83
Control panel, 24, 28
Culture rating, 18, 46, 71

D

Demand for goods, 43
Demobilizing cohorts, 75, 84
Denarii, 48
Detail button, 31
Disease, 44, 52, 93
Donations to the city, 78

E

Education, 47
Emperor,
    requests from, 76
Empire rating, 18, 69
Employment, 49
Entertainment, 45

F

Farms, 63
Fires, 39, 52, 93
Flags, 28
Formations, 90
    column, 90
    line, 90
Forts, 59
Forum,the, 68
Forums, city, 25, 34
Fountains, 36

G

Game Overview, 17
Game Setup, 19
Game time, 16
Gardens, 47, 71
Gates, 39, 52
Gifts to the Emperor, 75-76, 78, 97
Go to City button, 29
Go to Forum button, 29
Go to Province button, 29
Grammaticus, 47
Growth rates,
    industrial, 52
    population, 54

H

Heavy Infantry, 83
Hospitals, 44, 71
Housing, 33

I

Imperial Favor, 76
Industrial Tax, 48
Industry, 41, 63
    provincial, 59
Installation, 9
Introduction, 8

K

Keyboard commands, 102

L

Land Values, 25-26, 50
Legion, 83
Libraries, 47
Light Infantry, 83
Limiting Factors, 25, 31

M

Markets, 25, 41, 52
Meadows, 63
Menu bar, 21
Merchant, 72
Mines, 63
Money, 48
Morale, 65, 84
Mouse, 11

O

Odeums, 45
Oracle, 69
Overview Map, 13, 26

P

Pause, 17
Peace rating, 18, 70
Personal Advisor, 78
Pipe access, 36
Plazas, 47, 71
Plebeian Tribune, 77
Plebs, 77, 83
Pompous Maximus, 80
Population, 42, 49
Population Tax, 48, 54-55
Ports, 62
Praefectures, 33, 39, 52, 55
Promotion, 94
Promotions, 18
Prosperity, 18
Prosperity rating, 49, 70
Province Level, 17, 58
Provincial Walls, 59

Q

Quarries, 63
Query button, 30

R

Ratings, 18, 69
Religious buildings, 46
Reservoirs, 36
Rhetor, 47

Riots, 39, 55
Rivers, 37
Roads, 25, 33
    provincial, 60
Robberies, 46, 93
Rocky Areas, 63
Roman Towns, 59
Rotate arrow buttons, 26, 28
Rubble, 52

S

Sanitation, 44
Schools, 34
Scribe, 72
Security, 26, 39, 59-60
Skill levels, 18
Slingers, 78, 83
Strategy hints, 96

T

Tax collectors, 34
Tax coverage, 35
Taxes, 42, 79
Technical support, 122
Technical tips, 108
Temples, 34
Theaters, 45
Tool box, 24
Towers, 33, 39, 52
Trading Posts, 61
Treasurer, 79
Tribes, 59, 64, 67
Tutorial, 10, 19

U

Unemployment, 55
Unrest, 26, 54, 93

V

Vigiles, 33, 39, 52

W

Walkers, 25, 52, 106
Walls, 39, 52
    city, 60
    provincial, 60
Warehouses, 59, 64
Water, 36
Water supply, 36
Wells, 37
Winning the game, 18
Work Camps, 59, 64
Workforce, 42
Worship, 46

Z

Zoom buttons, 30

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